NEW!

NEW MACHINE! NEW MAG!

PSM2

PLAYING PLAYSTATION 2 ...DER, FASTER

www.dailyradar.co.uk

NEW GAMES FOR PS2 WE'VE GOT 'EM ALL!

ONLY IN PSM2

53 pages crammed with the best new PlayStation 2 games

27 seriously stunning new shots of TimeSplitters – rush to pg46

METAL GEAR SOLID 2

Awesome new shots!

ISS vs FIFA

There can only be one winner. **PSM2** decides who inside...

NEW FOR PS2

SILENT SCOPE **ONIMUSHA**
RED **SUMMONER** SSX

RIDGE RACER 5

Namco's beauty kicks off our scorching 12-page PS2 speed special!

FEATURING:

Gran Turismo 2000, Moto GP, WipEout Fusion, The Getaway and more...

"SO EXPLOSIVE IT'LL FEEL LIKE A JOHN WOO MOVIE!"

How PS2 lets game creators take you further – pg68

TURN OVER
SEE THE BACK OF THE MAG FOR MORE PS2 GAMES!

FIRST! REVIEWS TIPS DVDS INTERVIEWS PSONE PREVIEWS EVERYTHING!

ISSUE #02 NOVEMBER 2000 £2.99

Future Publishing Media With Passion

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MIDWAY

AFRO

Sometimes being the best means having to spend a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble®.

READY 2 RUMBLE BOXING ROUND 2™

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New Taunts, Combos and Animations

23 Outrageous Boxing Personalities

Sharper Single Player Boxing

PlayStation 2

Dreamcast

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*Screen shots taken from PlayStation 2

NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

TAKE IT TO THE RIDGE: *Ridge Racer 5* leads the pack in our coverage of the best PS2 driving action. It all kicks off on pg14.

PSM2 COVER GAME

NEW!
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PLAYING PLAYSTATION 2
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FIRST! REVIEWS • TIPS • DVDS • INTERVIEWS PSone • PREVIEWS • EVERYTHING!

GAME NAME	PAGE	SECTION
1906: Antarctic Odyssey	67	Previews
A-Train	67	Previews
Air Attack 2	67	Previews
All-Star 2002	67	Previews
Armoured Core 2	94	Reviews
Army Men 2: Sarge's Heroes	61	Previews
The Bouncer	28	Previews
Commandos 2	59	Previews
Disney's Dinosaur	63	Previews
DOA2	108	Tips
Donald Duck Quack Attack	59	Previews
Drakan	67	Previews
Dropship	62	Previews
Dynasty Warriors 2	88	Reviews
	110	Tips
ESPN NBA	64	Previews
ESPN NHL	63	Previews
ESPN Track & Field	40	Previews
ESPN Winter X Games	63	Previews
Eternal Ring	99	Reviews
F1 Racing Championship	24	Cover Feature
F1 Championship 2000	24	Cover Feature
FIFA World Soccer	110	Tips
The Getaway	18	Cover Feature
GI Jockey 2	67	Previews
Gradius 3 & 4	96	Reviews
Gran Turismo	19	Cover Feature
Ground Control	67	Previews
Gunslinger	64	Previews
Herdy Gerdy	28	Previews
Jikkyou World Soccer	80	Reviews
	111	Tips
Lotus Extreme Challenge	24	Cover Feature
Kessen 2	67	Previews
Knockout Kings 2	59	Previews
Metal Gear Solid 2	36	Previews
Midnight Club	24	Cover Feature
Moto GP	20	Cover Feature
Motor Mayhem	24	Cover Feature
Munch's Oddysee	28	Previews
Music 2001	12	Global
NBA Live	67	Previews
Nooks and Crannies	67	Previews
No One Lives Forever	64	Previews
One Fourth	67	Previews
Onimusha	46	Previews
Orphen	65	Previews
Pennant Race	67	Previews
Project Eden	61	Previews
Rally Circuits: Africa	24	Cover Feature
Rayman Revolution	61	Previews
Ready 2 Rumble 2	53	Previews
Real Pool	64	Previews
Red	60	Previews
Red Faction	66	Previews
Rescue Air Ranger	67	Previews
Ridge Racer 5	16	Cover Feature
Scandal	67	Previews
Shadow of Memories	60	Previews
Silent Hill 2	27	Previews
Silent Scope	50	Previews
Smuggler's Run	24	Cover Feature
Soul Reaver 2	59	Previews
Spin: Sprint Car Racing	24	Cover Feature
SSX	48	Previews
Star Wars: Starfighter	32	Previews
Street Lethal	24	Cover Feature
Stunt GP	24	Cover Feature
Stunt Squad	67	Previews
Summoner	58	Previews
Surfroid	98	Reviews
Tekken Tag Tournament	112	Tips
Theme Park World	59	Previews
Tiger Woods PGA Tour 2001	67	Previews
TimeSplitters	42	Previews
Tomb Raider: Next Gen	30	Previews
Top Gear Dare Devil	24	Cover Feature
TVDJ	91	Reviews
Virtual Ocean	65	Previews
Warriors of Might & Magic	63	Previews
WDL: Thunder Tanks	64	Previews
Wetrix	67	Previews
Wild Wild Racing	22	Cover Feature
Wind and Rain	67	Previews
WipEout Fusion	23	Cover Feature
X Fire	92	Reviews
Zone of the Enders	54	Previews

What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random game. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

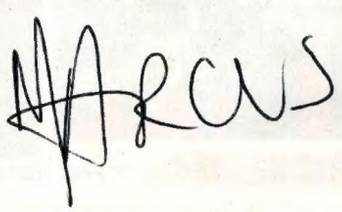
We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

PLAYSTATION 2 HAS JUST BEEN VOTED 'CONSOLE OF THE YEAR'. BUT YOU KNEW THAT ALREADY.

The award, voted for by the videogame industry, was presented to Sony at this year's European Computer Trade Show (ECTS), an annual three day event that takes place at Olympia in London. The show was once again dominated by the presence of PlayStation. This time though, all eyes (and hands) were on the towering black might of PS2. The wealth of playable new games and 'behind closed doors' presentations left us smiling in the knowledge that PlayStation 2's going to have, not only the most well-stocked launch line-up in gaming history, but a future that's very, *very* bright.

Incidentally, how was the whole PS2 pre-order system for you? Many of you have already contacted us to express your feelings (both good and bad) about how retailers have treated you. We tested out the process ourselves, and were quite surprised at how ill-informed some shop assistants were – after handing over our deposit, we were told we'd "get a letter from Sony, or something. Yeah. Something like that." Nice work.

In the meantime, while you wait for your PS2, take a look at the great games heading for your machine. Your first stop needs to be pg14, where PSM2 looks at the future of racing games... **PSM2**



Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE

PSM2

CONTENTS

PLAYING PS2 LONGER, HARDER, FASTER

スカラシサ

タテイスカンチニシミモ

PSM2 COVER GAME

RIDGE RACER 5: "'Reality' is the concept for our visuals and sound"

PAGE 14 THE BEST RACERS ON PS2

Never before have driving game developers had so much raw power at their fingertips. PSM2 shows you the racers that are pushing PlayStation 2 in every way possible...

ZONE OF THE ENDERS PAGE 54
Brand new screens of the stunning mech battle game.

SSX PAGE 48
You need speed? This game's got it in spades.

GRAN TURISMO 2000 PAGE 19
Sony's super-car sim just *keeps* on getting better.

MOTO GP PAGE 20
The first motorbike racer on PS2 – all the insider info.

THE GETAWAY PAGE 18
Gangster land London gets the PS2 treatment.

12 PAGES OF PS2 RACERS
It all kicks off on pg 14

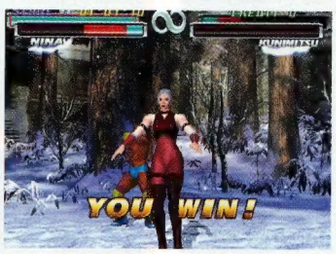
TIMESPLITTERS PAGE 42
More intense action and info revealed.

ONIMUSHA ..... **PAGE 46**
Capcom speak about their bloody action adventure.

STAR WARS: STARFIGHTER ..... **PAGE 32**
We reveal the first Star Wars game to hit PS2.

METAL GEAR SOLID 2 ..... **PAGE 36**
All-new shots and a run-through of the new trailer.

DYNASTY WARRIORS 2 ..... **PAGE 88**
More than 30 guys on-screen? Don't miss our review...



TEKKEN TAG TOURNAMENT ..... **PAGE 112**
The latest installment of our pro-player's guide.

PAGE 80 JIKKYOU SOCCER
This is PS2 *ISS*. Read the first review THEN see how it compares to *FIFA*, in our feature-for-feature blow out!

INDEX シクヨカノ

THIS MONTH IN PSM2

10 GLOBAL

ECTS DETAILS 10
PS2 strolls off with Console of Year award at Europe's huge gaming show and everyone goes mad for Bemani titles.
Knockout Kings 2001 11
Final Fantasy: The Movie 11
Music 2001 12
PS2 Merchandise 12
Sony Natural Interfaces 12
PSM2 vs The Bits Girls 13
Parallel Reality 13

26 COMING SOON

STAR WARS: STARFIGHTER 30
PSM2 introduces LucasArts' explosive Episode 1 shooter.

METAL GEAR SOLID 2 40
Brand new screen shots from the trailer shown at ECTS.
ESPN Track and Field 40
TimeSplitters 42
Onimusha 46
SSX 48
Silent Scope 50
Ready 2 Rumble 2 53
Zone of the Enders 54
Summoner 58
Commandos 2 59
Red 60
Project Eden 61
Dropship 62
ESPN Winter x Games 63
Orphen 65
Red Faction 66

68 FEATURES

PS2 RACERS 14
Next-gen speed freaks! Get ready to trash the road in our round-up of motorised madness heading for PS2.

BE HAPPY! 68
Smashing the myths, sorting the highs from the lies and giving you a bright PS2 future.

INTERVIEWS
Eiichi Saita *RR5* 16
Isao Nakamura *Moto GP* 20
Atsushi Horigami *7 Blades* 126

72 REVIEWS

JIKKYOU WORLD SOCCER 74
There're high expectations for the Japanese version of *ISS*. We review it *and* put it up against *FIFA Soccer World Championship*.

DYNASTY WARRIORS 2 88
Slash and hack mayhem in ancient China... Kill! Kill!
ISS vs FIFA 86
TVDJ 91
X Fire 92
Armoured Core 2 94
Gradius 3 & 4 96
Surfroid 98
Eternal Ring 99

108 TIPS

TEKKEN TAG 112
Part two of our moves guide – Tag action for second-string characters..
Dead or Alive 2 108
FIFA World Soccer 110
Dynasty Warriors 2 110
Ridge Racer 5 110
Jikkyou World Soccer 111
Gungriffon Blaze 111

EVERY ISSUE

Defining Moment 6
Letters 8
Subscriptions 120
Technology Laboratory 123
Bog Read 124
Next Issue 129
The Last Laugh 130

DVD
THE PICK OF THIS MONTH'S DVD RELEASES REVIEWED **100**
Total Film Magazine provides your essential buying guide. You get expert movie advice and the most out of your new PS2.

PSONE REVIEWS 102
Your backward compatible guide to this month's cream of the PSone crop, including Tony Hawk's 2, F1 2000, Speedball 2100, and Dave Mirra Freestyle BMX.

ON THE COVER

14 RR5, GT2000, MOTO GP, WIPEOUT FUSION...
Tearing up the streets with our massive run-down of the slickest, fastest and most thrilling racers heading for PS2.

36 METAL GEAR SOLID 2
Even more new shots from the ECTS trailer. It just keeps getting better and better!

68 BE HAPPY!
Developers are moving beyond the first generation of PS2 games already. We give you plenty of reasons to be cheerful.

86 ISS VS FIFA
The two giants of console football fight for top honours...

ISSUE #02
RIDGE RACER 5...
Your one-stop guide to PlayStation 2 delivers you you're one-stop guide to the future of racing games.

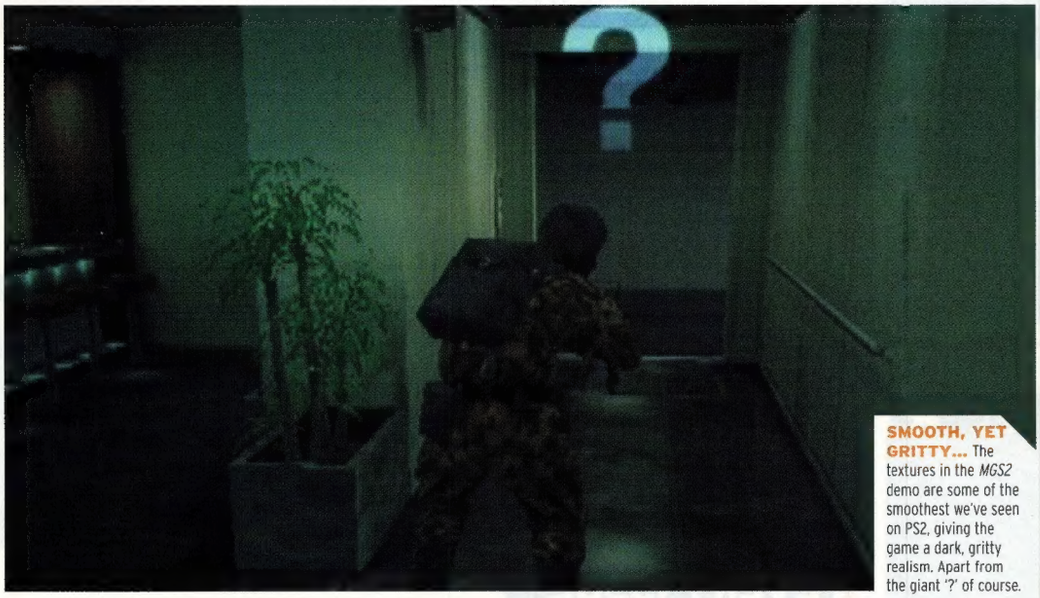
DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

#02: THE METAL GEAR SOLID 2 TRAILER

If there's one thing that distinctly defines what PlayStation 2's all about, it's Konami's blistering demo of *Metal Gear Solid 2*. We gave it away free last issue, and its impact was clear...

- **Name** Efrain Hernandez Mendoza
- **Age** 35
- **Occupation** Designer, PSM2
- **Why is this the Defining Moment of PlayStation 2 for you this month?**
  If you take a look at this issue's Letters, you'll see that the *MGS2* trailer has had a meteoric impact on many gamers. I don't get to go to game premieres at shows like E3 (unlike the writers...), so, like many of PSM2 readers, this was the first time I really got to see it in its full-screen glory. I'm absolutely blown away by the quality. I know it's a cinematic presentation (some of those angles look unplayable), but this is the in-game engine running, right? Amazing.
- **What other things have impressed you about PS2 so far?**
  The sheer amount of games in development is the thing that's knocked me for six. This is going to be the most well supported system in history. **PSM2**



SMOOTH, YET GRITTY... The textures in the *MGS2* demo are some of the smoothest we've seen on PS2, giving the game a dark, gritty realism. Apart from the giant '?' of course.

"IT'S THE SHEER PROCESSING POWER OF PS2 THAT IMPRESSES - ALL THOSE FRAGMENTS!"

BELIEVABLE BOAT: The detail in the ship environment is breathtaking - look at those crates. Lovely.

KILLER SEQUENCE!

Perhaps the moment of *Metal Gear Solid 2* magic that has caused the most discussion about the potential of PS2, is the point where Snake dives behind a glass wall, only to have it shatter over his back. It doesn't matter that the glass doesn't behave as if it'd had been blasted out in real life (it takes a number of shots before the shards cascade down over Snake), but it's the sheer processing power of PS2 that impresses – all those individual fragments of glass are so clearly defined. If Kojima-san can pull off techniques like this in the game proper, well, just imagine...

"Blown away!"

PSM2's designer delicately turns his thoughts into words after watching the *MGS2* demo. Let us know what you thought about Konami's trailer...

OVER TO YOU!

SHARE YOUR EXPERIENCES WITH PSM2

We'd like to hear what your PS2 Defining Moment is. Whether you've been lucky enough to get a Japanese system on import, or you're waiting for the UK launch, but just can't shut up about your free video.

YOUR DEFINING MOMENT NEEDS TO:

■ Capture that 'PS2 feeling' ■ Be reasonably easy to illustrate

E-mail your Defining Moment to PSM2@FUTURENET.CO.UK, or write to Defining Moment, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Don't forget to attach a photograph of yourself...

DON'T MISS

MORE METAL GEAR SOLID 2

PSM2 READER VIEWS pg08
The first wave of responses arrive.

NEW IMAGES & INFO pg36
Your guide to the brand new trailer...

PLUS... Z.O.E. pg54
New shots from Hideo Kojima's *other* game.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

IT'S OUT: And we've only just begun to warm-up.

STAR LETTER

"WE MUST BE OPTIMISTIC"

Dear PSM2
I read your first issue with great interest – keep up the top work. I was especially intrigued by Lorne Lanning's comments about the difficulty of coding on the new PS2 architecture. Along with Hideo Kojima's berating of the Sony hardware/middleware development system, this may alarm some people regarding the developers support of the PS2 now and in the future (it did me). We must bear in mind that both these top guys are perfectionists and have great vision. They appear to be unwilling to compromise in any way over graphical performance. Look at the quality of the *Oddworld* screenshots, and as for the *MGS2* trailer – nothing else comes close, on ANY platform. Interviewing developers/programmers with such ambitious vision may ultimately lead to frowns of consternation from the gamers, believing that the hardware that we're going to shell out our hard-earned on is in some way compromised. We must be optimistic about the gaming/development future!
Daniel Collins
Scotland

A good point well made, but it's worth noting that Kojima-san and other developers with equally high standards are welcoming the challenge that PS2 programming gives them. With necessity being the mother of invention an' all, you can expect some startling innovation that cosier platforms discourage.

This is your chance to air your views on the hot potato of the moment – we're mad keen to hear what you think about the PS2 hard drive...

Write to:
Letters, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW

ARCADE-ANGELS

Dear PSM2
Love the magazine and the video, *Metal Gear Solid 2* is the best game I have ever seen in my life. I'll be getting a PlayStation 2, but I'm not sure which games to go for. I was hoping to get *Silent Scope*, *Tekken Tag* and *Formula One* but I'm having second thoughts – could you help me out?
M Robertson
Via e-mail

That's what we're here for. You'll only find previews and reviews that are honest, untainted by corporate sponsorship and written by people that care as much about the PS2 experience as you do. Next issue we'll reveal the UK launch games...

CAST-OFFS

Dear PSM2
Until recently I owned a Dreamcast – it had a few great games such as *Soul Calibur*, *Power Stone* and *RE: Code Veronica* – but now I've sold my DC to buy PlayStation 2 is there any chance of seeing any of these titles on PS2? I'm fed-up with both the *Tekken* and *SF* series.
Steve Shaw
Via e-mail

We already know that *DOA: Hardcore* is looking significantly better than *DOA2*, and Capcom's *Onimusha*, from the writers of *RE2*, has been leaving us in puddles of excitement for some weeks, so look forward to that bright future.

GOING, GOING... GON

Dear PSM2
On pg 18 of your first issue it shows all the characters from the menu for *Tekken Tag Tournament*, but then I noticed there were two characters missing. Who are they? The only two characters I can think of are Gon and Dr B. If they are hidden characters can you tell me how to get them.
Chris
Via e-mail

Oh, dear. Our screenshot shows every character available for *TTT* – the two 'empty' boxes you mention are the random character selectors. Somehow this doesn't surprise us from someone who'd play as Gon.

WRITE TO PSM2 ABOUT: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

ROOM TO REVIEW

Dear PSM2
Your mag is total class! Loved the amazing *MGS2* demo footage and thanks for the PS2 feature, I really learnt something. Oh, and the way you review games is way-cool. It's even better than any of the reviews I've read in PSone mags. Your mag is way-to-go!
Adrian Ng
Belfast

Way-to-go, huh? Er, thank you... thank you very much.

FAD-LY DRAWN BOY

Dear PSM2
Just mailing you to say PlayStation 2 is another fad and all the games will be pants. You have wasted your time printing a hardly world-class mag and I hate to say it, but your mag pales in comparison to magazines such as [sic] official ones! Thank you for your time.
Mr Fadster
Via e-mail

***Sigh*. Why did you bother wasting your phone bill to send us an e-mail? No doubt you've still got a lot of growing to do (see photo below).**

FLAT TOY SLIM

Dear PSM2
PS2's line-up is looking a bit on the slim side – I only see a handful of interesting looking games. But before you put me down as some Sega fanatic (I'm actually lucky enough to own a PlayStation, N64 and Dreamcast and plan to get a PlayStation 2), its lack of quality titles may force me to have second thoughts. Come on Sony, you can do better than flogging us some MultiTaps. Great mag though, keep up the good work.
Joe Dennett
Via e-mail

Yep, we've already expressed our opinions on the thin spread of critical games at the Japanese launch, but we've seen what's coming. Don't cancel that cheque...

CHEESE ROLE

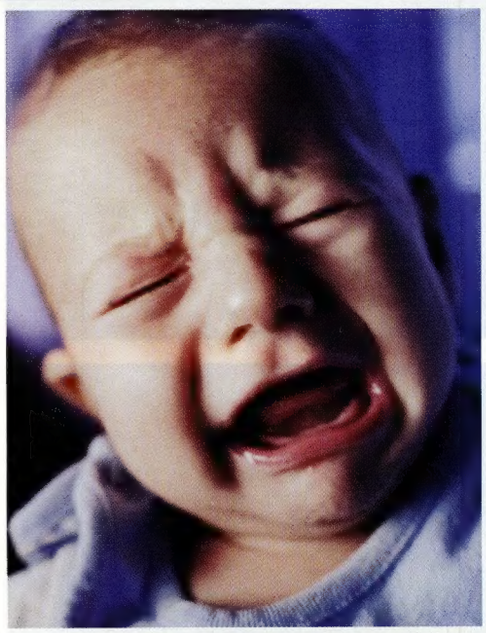
Dear PSM2
Just got your new mag and it's great. I liked the cliches section, but you missed out one from a lot of RPGs – you know, the 'save-point before a

EXPRESS TO DEPRESS

Dear PSM2
As a Dreamcast owner I'm writing to offer my thoughts on the new PlayStation 2 console. The PS2 is nothing more than a slight update of the original system. I was looking forward to its release until I heard of the games that were due. They are nothing more than updates of old PSone titles – *Tekken Tag*, undoubtedly *Tekken 4*, *Ridge Racer 5*, *FIFA*, more *Tomb Raider*, *Crash Bandicoot 4*, *Spyro 3*, the list goes on. They are all pointless sequels. And don't bother going on about the backwards compatibility bit either. Why would I rush out and buy a new machine costing £300 to play old games? Could I not just keep the money in the bank and load them up on my existing PlayStation console? YES!!! I'm not saying that the Dreamcast will win the next-gen console war, the fact is that the DC is a far better console than many give it credit.

Yes, you are a PS2 mag, but why are you all so childish? What does ripping the piss from the DC gain you? I bet at least one of your crew owns a machine, or likes some of the great games. The sad fact is that the DC is amazing with nothing wrong with it, and all you sad little zombies will not even look at the system due to the fact that a rather ugly, side-standing, powerfully-branded-due-to-past-glories-machine is on the market.
J McGhie
Glasgow

Childish? Us? Pot, kettle and black, mate. Now, would you like a hand putting all the toys back in your pram. Please, if you're going to write to us check Daniel's informed, salient points in the Star Letter, and learn.



Tony Stone

boss just outside the door'. Keep up the good work on the mag.
Shawn
Bradford

FIGHT THE POWER

Dear PSM2
What a f*****' rip off! Why do we Brits always get screwed when it comes to product pricing? The US pay $299 for a PS2, but we will have to pay £299. Convert $ to £ with the exchange rate at $1.4550, and you get roughly £205.05! If we make a stand by not purchasing a PS2, Sony will get the idea. Who knows what you'll be expected to pay for a game.

Good mag though, keep it up!
Trev
Via e-mail

The tabloid frenzy was, unsurprisingly, misleading – the American price didn't include local taxes, while the UK price was inclusive of VAT. But the difference has annoyed many. On the other hand, it's the same price as a certain console that changed the gaming landscape five years ago.

HYPER-VALUE

Dear PSM2
Just read your fantastic magazine, but what the hell is the glowing blue light that you keep referring to in the first half of the magazine? Secondly, on the DVD front I totally agree with your view on the PlayStation 2 playing as well as a £300 player. I am lucky enough to own a £300 Toshiba DVD player and my friend has a £700 Pioneer version (I'm assuming that it's the same as the one you used), my friend also owns an import PS2 and although the difference between the quality of the PS2 and Pioneer DVD are noticeable, it's not £400 worth of difference! So don't let's have any more moaning from anybody about the price of the PS2. You're getting a bargain!
Sam Turner, a now dedicated reader.
Via e-mail

BASS! HOW LOW CAN YOU GO?

Dear PSM2
What do you think the chances are of there being a fishing game on PS2? With the brilliant graphics, animation and the addiction all in one, it would be excellent fun for everyone, don't you think?

I can't stop drooling over the pictures of *MGS2* and the ace video. Cheers! I can't wait to get my hands on a PS2.
Arron
Via e-mail

Er... not that we're aware of yet. It will happen though, and when it does, we'll let you know first, Arron.

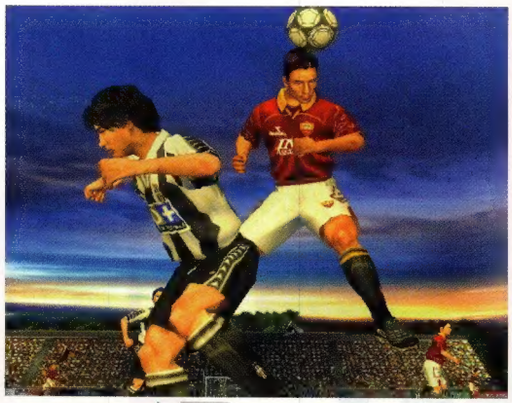
CRASH AND LEARN

Dear PSM2
I was just reading a letter by James Griffin (PSM2#01), about how he felt that PS2 games didn't show that much of a step forward. The PSone was pushed to the best of its abilities with *GT2* and *MGS*, so when the PS2 comes out *GT2000* and *MGS2* will be the 'primary school' games. In which case I can't wait until Mr PS2 goes to college.
Radiation
Via e-mail

FACE-OFF

Dear PSM2
Bought the mag, loved the mag, subscriptions in the post... blah... blah... My question – *FIFA 2001* or *ISS 2001*? I have dearly loved all of *FIFA*'s titles, but I must admit I have never played *ISS* (shock horror!). I just don't know which game I should empty me piggy bank for? Let's face it, graphics are great, wonderful even, but gameplay and playability are the key so... Who wins? *FIFA* or *ISS*?
Ben
Via e-mail

Funny you should mention it, we thought exactly the same thing. Have a look at our head-to-head comparison on pg86.



HEAD ON: The big guns go for it in our head-to-head. See pg86.

DON'T WRITE TO PSM2 ABOUT: MY CONSOLE'S BETTER THAN YOUR CONSOLE... WHEN IS PS3 COMING OUT...

DEAR PSM2

I'm sorry to be the voice of cynicism, but after reading PSM2#01 I'm feeling a little worried. You see, as I was going through your review section I noticed something a bit disheartening – of the eight launch games you reviewed NOT ONE scored over the 90 mark. Doesn't that worry you? The launch of Sony's super console and they can't even bring out one game that deserves that extra special mark? I'm the first to admit that *Metal Gear Solid 2* is *the* most exciting game ever (Oh yeah, thanks a bundle for that video! Now I keep playing *MGS* over and over in preparation!), and I will be up early on 7th September to reserve my PS2, but I just have this feeling that I'm going to be playing PSone games with fancy graphics until Autumn 2001! Please lay my fears to rest. Cheers.

PS Did you notice how every letter in your Letters section started with serious ass kissing about the 'mini-mag'? Funny that, huh?
Luke R
Via e-mail

Worried? Nah... Unlike other magazines we don't make-up our letters, and we keep our scoring in the realms of reality. We could fob you off with 90+ scores in our first issue for games that didn't truly deserve it just to grab your attention, but that would be dishonest. We believe you're smarter than that, you want from games what we want from games. If it doesn't cut it, it doesn't get it. Trust us – when a game blows our slippers off, you'll know all about it.

VOCAL HERO

Dear PSM2
Will Snake retain his original meaty voice from the first MGS game?
Richard Kengen
Via e-mail

That's what we love about you people: detail. Get us Hideo Kojima on the blower, *now*. PSM2

LIMITED EDITION
TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
SONS OF LIBERTY
WORLD EXCLUSIVE PlayStation.2 DEMO
METAL GEAR SOLID 2 SONS OF LIBERTY
MUSIC COMPOSER HARRY GREGSON-WILLIAMS ENDING THEME "CAN'T SAY GOODBYE TO YESTERDAY" RIKA MURANAKA SOUND DIRECTOR KAZUKI MURAOKA MILITARY ADVISOR MOTOSADA MORI
CG SUPERVISOR TAKASHI MIZUTANI CHARACTER AND MECHANICAL DESIGN YOJI SHINKAWA
PROGRAM DIRECTOR KAZUNOBU UEHARA ASSISTANT DIRECTOR YOSHIKAZU MATSUHANA
EXECUTIVE PRODUCER MOTOYUKI YOSHIOKA
WRITTEN, DIRECTED AND PRODUCED BY HIDEO KOJIMA
PSM2
PLUS! Z.O.E ISS SILENT SCOPE GRADIUS AND MORE...

SNAKE-HIPS, TIPS, POWER: All the fuss is justified – our *MGS2* exclusive blew many of you away.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

PLAYSTATION 2 MAGAZINE
PSM2

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GLOBAL

THE WIDE WIDE WORLD OF PLAYSTATION2

スカラシサ

タテイスカンチニシミモ

VIDEODRONES: Hand-held pocket digi-cams were de rigueur for sneaking away all those glorious preview films.

WAVE HELLO: Konami drew the crowds effortlessly with the lure of *MGS2*, *Silent Scope* and *Red*.

BLOODY COKE MACHINE: You queued for hours and got *7 Blades*, but no fizzy pop.

>EUROPEAN COMPUTER TRADE SHOW NEWS フハワヌキニラ

PS2 CALMLY STORMS ECTS

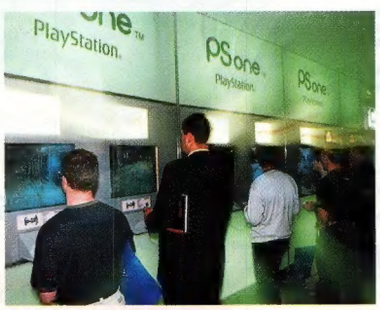
Sony's powerful new bit of kit voted 2000's best system by the videogame industry.

Surprising only the very easily surprised, Sony strolled away from Europe's premiere games industry show nonchalantly tucking the Console of the Year award into their back pocket. Elsewhere, PlayStation game of the show went to the remarkable *GT2000*. The future of PS2 is looking very healthy indeed.

This year's downers? Bemani games seem to be breeding like rabbits, which would account for the unseasonable number of bored dancing girls and a ridiculous amount of Michael Flatley-esque limb-flailing we encountered at every turn.

Having said that, PSM2's favourite gimmick was the motion-sensing kit designed for fighting games – punch, kick and wave your arms in a fun, albeit slightly impractical, manner.

PSM2 RECKONS *Plenty of promising stuff, but please, stop this dancing madness.*



ITS A CAKE... NO, ITS A SOAP: Ohhs and ahhs were reserved for the cute PSone.

I'M THE DADDY: Sony present the PS2 to Europe from the safety of an aircraft hanger. Nicely done, people.

Pictorial Press

FRANK SPENCER: Big Bob Williams is set to strut his stuff in EA's PS2 boxing sim. Get those gloves ready...

›DEVELOPMENT NEWS フハワヌ

SMACK ROBBIE

Your dreams of bruising over-rated muzak-muppets look set to become a reality. At last...

Of all the gaming bandwagons to jump on, one of the most bizarre we've seen recently is the enthusiasm of respected musicians for a spot of pugilism. The barely believable announcement that the King of Having a Pop – Michael Jackson – will be appearing in *Ready 2 Rumble: Round 2* had us on the ropes, but EA's confirmation that Robbie Williams will be a hidden character in *Knockout Kings 2001*, frankly, knocked us into the third row. Williams has a fine pedigree for this sort of shameless ubiquity, with a cameo appearance in *FIFA 2000* and a penchant for challenging hairy-arsed members of Oasis to scraps already to his credit. Luckily for us, he'll also be contributing an exclusive song, *It's Only Us* to the game's soundtrack.

PSM2 RECKONS *If Robbie Williams [illegible] got what we've given him.*

THRILLER FROM MANILLA: Here's Mike, making his debut in *Ready 2 Rumble 2* (more on pg53).

MOONWALK AWAY FROM THIS! Apparently, you'll be able to bruise Jacko just like everyone else. Nice.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

With the small but perfectly formed *Spider-Man* on the PSone finally letting you do what a spider can, the floodgates are open for a new rash of comic-book conversions. *Spider-Man 2* on the PS2 is about two years away, but our sources at Activision tell us that *Spider-Man: The Movie* is a likely stop-gap measure, and should use an improved version of the game engine from the original.

RELIABILITY 8/10

PSM2 RECKONS *With good comic book licenses being a rare but beautiful thing, we can't help wondering why developers aren't going for more obscure titles – the mighty Too-Much-Coffee-Man springs readily to mind.*

Keeping the men-in-tights theme rolling, news has also filtered through that Infogrames have recently acquired the license to produce *Superman* games from fellow French softies Titus. A joint agreement with DC and Warner Bros gives them the right to both the comics and the hugely enjoyable animated series. Commenting on the agreement, Worldwide Publishing president Michael Havarky quipped: "the sky's the limit". Good grief.

RELIABILITY 7/10

PSM2 RECKONS *The deal's done, but the game isn't certain to hit the PS2. However, we're already steel-ing ourselves for another horrible platform beat-em-up. Because he's the Man of...oh, never mind.*

Given that *WipEout* led the charge in elevating the PSone from games machine to funky lifestyle accessory, speculation is understandably feverish as to who'll be providing the soundtrack for the upcoming *WipEout Fusion*. What we're fairly sure of is that there'll be six well-known musos along with another six relative newcomers. The Chemical Brothers are out, though, as they no longer reflect the *WipEout* sensibility. And they're too expensive.

RELIABILITY 9/10

PSM2 RECKONS *Although Studio Liverpool are remaining resolutely tight-lipped about potential musos (see pg22), a quick office poll fancies French analogue-guerrillas The Micronauts and Dust Brothers (they of Fight Club muzak-style lunacy). Fusion's going to have its work cut out to beat adrenaline-fest SSX, though, since the off-beat snowboarder's already boasting Rahzel and friend of the Beastie Boys, Mix Master Mike, among its musical talent.*

The malicious scaremongering continues apace with net-based rumours that PS2's UK launch could be delayed even further. Several reasonably reputable sites have given space to the stories, which seem to be focusing on January as a likely release date.

RELIABILITY 1/10

PSM2 RECKONS *Our hearts fluttered for a second, then we contacted Sony, who assured us that everything's still set for a November launch. Like those laughably ill informed 'rip-off Britain' stories in the tabloids, we have our suspicions about who might be behind them...*

You can corner it in a car park, wrestle it to the floor and kick it in the lungs, but the increasingly turgid *Mortal Kombat* series *just won't die*. If we're right in thinking that *www.noob.com* is the domain of *Kombat* co-founder Ed Boon, (it's his name, but backwards!), then a fifth installment is almost inevitable.

RELIABILITY 5/10

PSM2 RECKONS *It's just about conceivable that the departure of John Tobias and half of Midway's original team might bring some much-needed refreshment to the horribly stale franchise. However, since the games have been exponentially decreasing in quality since, ooh, the second one, we aren't holding our breath.*

If you've got young nieces, siblings or a scarily dominant inner child, then chances are that you'll be familiar with the antics of the Powerpuff Girls, a trio of superpowered teenyboppers animated in a style somewhere between Akira and Ren and Stimpy. Our sources at the Cartoon Network tell us that they'll be making their way to the PS2, although we're tempted to put their excitement down to too much beta-carotene.

RELIABILITY 2/10

PSM2 RECKONS *There's nothing quite like half an hour of high-pitched noises, primary colours and super-intelligent monkeys to wake up to on a Saturday morning. Please let this be true, only don't let Bis go mad on the soundtrack – there's only so much pogo pop we can take.*

›US MOVIE NEWS シワカノ

FANTASY GOES ROUND THE SPEND

Square's *Final Fantasy* movie has run over budget, from $70 million up to a distinctly meaty $115 million. The CG film, set for release in Summer 2001, already looks tremendous – see the trailer at *www.finalfantasy.com*. Undaunted by the expense, Square have announced that they'll be extending their partnership with Columbia to make three more feature films.

PSM2 RECKONS *With Final Fantasy and the upcoming Tomb Raider, could Hollywood finally get to grips with videogames?*

THE EYE HAS IT: Watch the trailer - this could be the most expensive blink ever committed to film.

GLOBAL
WARNING!
From what we've seen of it, The Bouncer, looks like it's got huge movie adaptation potential' written all over it.

LOOK TO YOUR LEFT: We can't help wondering why they don't just use real actors.

"THE PRICE REPRESENTS GREAT VALUE FOR MONEY FOR CONSUMERS - [PS2] OFFERS FUTURE-PROOF TECHNOLOGY"

CHRIS DEERING SONY EUROPE

The president of SCEE defends his company against sensationalist tabloid journalism, and newspapers that don't understand the concept of VAT.

POSITION 000000
EDIT 000000-000000
EDIT SIZE 000000
LOOP POINT 000000
SAMPLE SIZE 245709
ZOOM AREA 000000
GLOBAL WARNING!
The update will boast samples provided by well-known artists as well as an improved Video Generator

THE SOUND OF VIOLENCE: Check out the retro-military chic of the palette.

›TECHNOLOGY NEWS シフヨカ

PERIPHERAL LUNACY

Sony are once again effortlessly outdoing everyone else, this time in the current vogue for games that make you look really stupid while playing them. Their Natural Interfaces work by using some hefty software in conjunction with a standard USB webcam to recognise both colour and movement.

The two demos on offer at ECTS involved waving a plastic stick to control a sword or mace and maniacally flapping your arms to glide, swoop and soar in the guise of a large eagle. Both LucasArts and Hasbro have both expressed an interest in the technology.

PSM2 RECKONS *Novel, but horrendously impractical to play from the comfort of your sofa. It's unlikely to replace the DualShock 2.*

SMACKING A COW'S ARSE WITH A VIRTUAL BANJO: It's all getting a little too active for us.

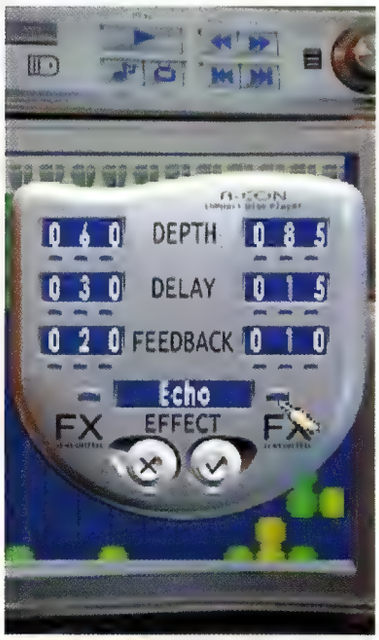
›UK DEVELOPMENT NEWS フハワヌ

MUSIC SOUNDS BETTER WITH 2

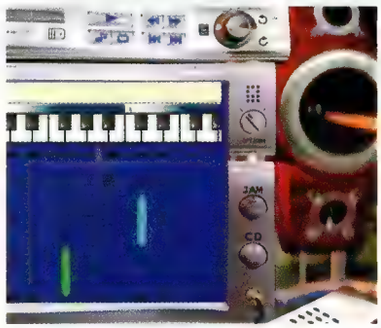
Take your music-making aspirations beyond the twee button-mashing of *Rock'n Megastage*.

Codemasters will be releasing a follow-up to *Music 2000* on the PS2. Tentatively titled *Music 2001* – pending a possible licensing deal with MTV – the new version promises a vastly expanded library of royalty-free samples, including a horn section filled with saxophone, trombones and trumpet noises, along with nine new vocalists. Barring a horrible disagreement with Sony, it'll be compatible with the Hard Drive, and finally, they're making the scrolling vertical this time around, which might cut down on the eye-straining antics of the last version.

PSM2 RECKONS



RHYTHM DIGITAL: *Music 2000's* effects have been beefed-up and made significantly more user-friendly.



ANALOGUE CONVERTOR: Note the 303 stylings on screen as well as the Pod-esque speakers in the background.

"PS2 IS CAPABLE OF A BIG STEP UP – THERE WILL BE A REAL DISTINCTION BETWEEN OLD AND NEW 3D GAMES WHEN YOU PLAY THEM"

RICHARD DARLING CODEMASTERS

Proving that nobody's really sure what the next generation of gaming has in store, except that it's going to make everything else look positively archaic. Again.

›JAPANESE TREND シフヨカ

NAMCO DIZZY WITH SPIN-OFFS

Currently flying off the shelves in Tokyo, the '*Ridge Racer* 2001 Type R Kick Skate' is the first in a planned line of PS2-related merchandise being released by Namco. Retailing at around ¥30,000 (£200) each, only 1000 of the foot-powered scooters will be produced. Namco have also teamed up with Adidas to release limited edition football shirts and balls to tie in with the release of *Japanese Football League Soccer*. Finally, they'll be bringing out their own version of the PS2 joypad in a pleasing shade of blue.

PSM2 RECKONS *This stuff's only available officially in Japan, so it's sure to be hugely collectible. Look out for it in import shops.*

TERRORISE PAVEMENTS IN STYLE: Bear down on unsuspected pedestrians on a groovy, limited-edition *Ridge Racer* scooter.

LOVE AND SKATE: Get down to those import shops now.

BYTESIZE
バスワラシサ

› Joytech are running a competition to design a "gaming peripheral for the 21st century" aimed at UK design students. Contact them through their website *www.joytech.com* before October 13th for an entry form.

› **Sony have expressed interest in The Grid, a joint venture between BT and the government to provide reliable, high-speed Internet access. In the meantime, though, they'll carry on with their own broadband plans.**

› In a flattering, but slightly dodgy move, Net auctioneers E-Bay currently have PSM2's *Metal Gear Solid 2* video on their site, with the bidding at six quid. Your first issue's a collector's item already..

› Sony have missed their chance of obtaining a cutesy mascot for the PS2. *Spyro the Dragon* remains Sony property 'til the release of the fourth game, but SCEA's two-year deal with Insomniac games has been terminated.

› **PS2 is set to dominate in Japan. According to a survey by Japan Industry Research, 74 percent of those planning to buy a console intend to invest in a PS2, with the Gamecube its closest competitor on a paltry 11 percent.**

› Sony's Internet strategy continues to take shape with their acquisition of RTime, a privately held company that provides products and support for real-time interactivity over the Internet. Details won't be announced until early next year.

GLOBAL NETWORK

WORD FROM OUR CONTACTS ON THAT THERE WEB T'ING...

From what we've seen so far, we're confident that the UK launch will see a fine crop of games whatever your pleasure, be it driving, fighting or sliding down a mountain with a plank strapped to your feet. But while the graphics we've seen so far are undeniably impressive, what seems to be lacking is that 'Jesus Christ!' feeling – the feeling that you can't believe that this is what can be done with a console. This month's question, then: Which game best uses the PS2 to give you *that* feeling?

ODDWORLD: MUNCH'S ODYSSEY. THE DETAIL ALREADY IN THIS GAME IS AMAZING. THE ANIMATION IN THE VIDEOS THAT HAVE BEEN SHOWN IS ASTOUNDING AND I CAN ONLY IMAGINE HOW MUCH FUN THIS GAME WILL BE.

Bjorn Nilsson (PS2Central)

DARK CLOUD. THE POWER NEEDED TO CREATE ENTIRE 3D VILLAGES AND THEN IMMEDIATELY SWOOP DOWN INTO THEM IS SIMPLY INCREDIBLE - A PC WOULD HAVE TO STOP AND THINK ABOUT IT.

Sean Atkins (Daily Radar)

THE GAME WOULD HAVE TO BE TIMESPLITTERS FROM EIDOS. IN PLAYABLE FORM IT RAN AT A SMOOTH 60 FRAMES PER SECOND, EVEN WITH THE FOUR-PLAYER SPLIT-SCREEN MODE.

Warren Chandler (PS2 City)

IT LOOKS LIKE LUCASARTS' STAR WARS: STARFIGHTER HAS INCREASED THE DRAW-IN RANGE WITH THE MOST DRAMATIC EFFECT. I'VE NEVER SEEN ANOTHER SYSTEM SHOW THIS AMOUNT OF DETAIL. AWESOME.

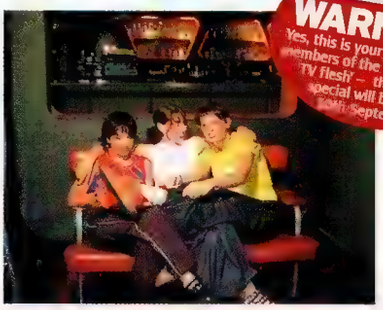
Doug Perry (PS2 ign)

LET'S GO GLOBAL...

Hear more from these guys at:

- *www.ps2central.com*
- *www.dailyradar.co.uk*
- *www.ps2city.com*
- *www.ps2.ign.com*

ALL TOGETHER NOW: Attractive, good at games... and that's just the PSM2 team! (cymbal clash, writer fired).



GLOBAL WARNING! Yes, this is your chance to see members of the PSM2 team in 'TV flesh' – the Bits PS2 special will be C4 on 30th September.

"RIGHT GIRLS, CHECK STEEL TOECAPS": We didn't like the sound of Plan B if we beat 'em.

"I ALMOST FEEL PART OF THE GAME": The girls go mad for Doukyo Billiards Master 2. Medic!

›PSM2 NEWS ﾌﾙﾂﾌ

BITS IN PIECES

"Longer, harder, faster? Prove it..." said Channel 4's lovely Bits girls. So, we did.

Bits, the sometimes hangover-provokingly loud but unfailingly entertaining 4-Later show, is temporarily leaving its post-midnight slot for a PS2 special, set to run on 30th September. As befits the occasion, they invited the PSM2 crew down to London for a pint, a chat and a scrap on *Tekken Tag Tournament*. Needless to say, we gave them a sound three-nil drubbing, although they put up a good fight and certainly didn't, for instance, ply us with alcohol to slow our reactions beforehand. Remember kids, if *you* want to be Kings of Iron Fist, disciplined training, a tightly regulated diet, and a childhood divided between snowbound Shaolin temples and dimly-lit arcades should see you right.

PSM2 RECKONS *Watch it – it will be for us then because the Bits girls know their games and in the right order. Yes! Oh, what? TV shows [illegible] chances. PSM2 is more than happy to take them on.*

›TECHNOLOGY NEWS ｼﾜｴｶﾉ

WELCOME TO THE REAL WORLD

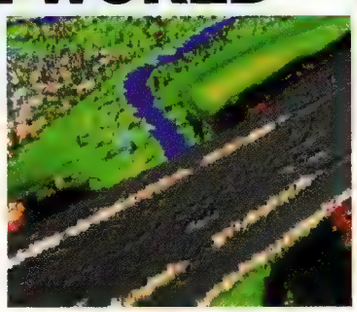
Environmental satellite imagery could find itself in future versions of games such as *Gran Turismo* if a demonstration at the OPTECH Airborne Laser Terrain Mapper Workshop 2000 in Amsterdam is anything to go by. A Japanese surveying company specialising in aerial mapping chose the PS2 to demonstrate the potential for high-resolution 3D laser survey data in software development.

Using a fly through of LandSat TM and IKONOS satellite imagery, draped over a very accurate 3D Digital Terrain Model Vector Mesh, the demonstration showed a plane circling over a volcano.

The information will allow games to contain real locations with accurate elevations and natural features, even allowing a road to have an accurate camber.

Global mapping data and the PS2's graphics muscle could see a giant leap forward for simulators – from virtual-reality to parallel-reality in a matter of years.

PSM2 RECKONS *The line between high-end military kit and home entertainment hardware gets ever more blurred. We're mildly frightened.*



SATELLITE OF LOVE: Beautifully rendered landscapes, with accurate pot-holes, could end-up in *GT2001*.

› **Liberty Digital Inc. are teaming up with Sony Picture Entertainment to offer interactive digital content, with an emphasis on, tch... gameshows. More promisingly, this venture may also be used to develop episodic games.**

› By the time you read this, Sony will've stopped making the original, breeze-block style PSone to focus their efforts on the new, brighter, curvier version. Please take a moment to mourn its passing before you resume reading.

› **Sony will allow the rental of standard PS2 software, instead of insisting that shops hire out dedicated software as with the PSone. But, you won't be able to hire hardware, Sony would prefer you to buy PS2.**

› Until recently, Sony have been producing around 500,000 PS2s every month. They're now doubling that figure to an astonishing 1 million in order to cope with the expected demand from North America and Europe.

› **Take Two software have signed an exclusive three-year deal with International Sports Multimedia to market and distribute *UEFA Champions League*. The game's development has been taken on by Silicon Dreams.**

› Namco have announced that their new arcade hardware, System 246, will be largely based on the same elements as PS2, including the Emotion Engine and Graphics Synthesizer chips. It should be unveiled in Japan this winter. **PSM2**

DON'T MISS

BIG GAME NEWS, DELIVERED FAST!

COMING SOON pg26
New games, development gossip and more.

REVIEWS pg78
Fill your brain with unbeatable buying advice.

STRATEGY pg108
Secret stuff *They* don't want you to know...

COVER FEATURE

PSM2 TAKES APART PREMIER PLAYSTATION 2 TITLES FOR YOUR EXCLUSIVE PLEASURE...

BREAKING THE SPEED LIMITS

DRIVING GAMES ARE CHANGING. THE NEXT TEN PAGES WILL SHOW WHY YOU'LL THANK YOUR PS2 FOR MAKING IT HAPPEN...

BREAKING THE SPEED LIMITS

searing speed, realistic graphics and pin-sharp handling

The Emotion Engine will make you feel closer than ever to the driving experience when you white-knuckle the wheel.

DRIVERS: Daniel Dawkins, Joel Snape, Marcus Hawkins

The true driver's machine. If you're a fan of racing games, that's how you'll view PlayStation 2. It's a system that's incredibly well supported, software-wise: at least six racers are on course for the November 24th launch day in the UK, and there are some PS2-exclusive titles due over the next 12 months that are crucial, not just to PlayStation gamers, but to the videogame driving scene as a whole.

Take *Gran Turismo 2000* and *The Getaway* for instance. These are two titles that younger owners of 'rival' systems will no doubt be happy to bitch about. But we all know they'll want to play them. They're racing games that are so compelling, not just visually, but in the way the development teams are seeking to bring the videogame driving experience closer to reality.

PS2 POWER

So what's driving this evolution of the racing game? The quality of the hardware, for one thing. With the processing power of PS2, the ambition levels of game creators can be realised more than ever before: searing speed, realistic graphics and pin-sharp handling melting together to create that once-elusive 'on edge' driving sensation.

It's also refreshing to see development teams using the power of PS2 to invest in areas other than detailed car bodywork. Off-road titles like *Smuggler's Run* and *Wild Wild Racing* display exquisite car physics, with the buggies delivering satisfyingly sharp suspension. Then there's a game like – here it comes again – *The Getaway*, where the team behind it are crafting a gritty cinematic plot to supplement the action. The future of the driving game looks good indeed...

INSIGHT

■ The classic image of a sleek *Ridge Racer* motor power-sliding at full speed round a tight corner has become synonymous with PlayStation gaming. Over the page you'll find out why Namco have yet to introduce licensed cars in the *Ridge* games, in our exclusive interview with the head of the *Ridge Racer 5* development team...

DON'T MISS

THE CREAM OF NEW PS2 RACERS

Over the next ten pages, you'll get an insight into some of the biggest new racing games heading for PlayStation 2. Get ready for an information and screenshot overload...

RIDGE RACER 5 ..... p16
THE GETAWAY p18
GRAN TURISMO 2000 ..... p19
MOTO GP p20
WILD WILD RACING p22
WIPEOUT FUSION p23
SMUGGLER'S RUN p24
MIDNIGHT CLUB p24
LOTUS EXTREME CHALLENGE p24
STREET LETHAL p24
MOTOR MAYHEM p24
STUNT GP p24
RALLY CIRCUITS: AFRICA p25
TOP GEAR DARE DEVIL p25
SPIN: SPRINT CAR RACING p25
F1 RACING CHAMPIONSHIP p25
F1 CHAMPIONSHIP SEASON 2000 ..... p25

COVER FEATURE

PSM2 TAKES APART PREMIER PLAYSTATION 2 TITLES FOR YOUR EXCLUSIVE PLEASURE...

RIDGE RACER 5

THE MAN BEHIND THE PS2 LAUNCH RACER SPEAKS!

"Geez, I love you PSM2 guys!"
Eiichi Saita is a very happy man, as you can see. Top dog on Namco's premiere PS2 project, *Ridge Racer 5*, he's extremely pleased with what his team have pulled off on the new hardware. We'd have to agree, up to a point – it feels a bit rushed to us, especially in the two-player mode. Considering that the team started work with no PS2 development support-tools, and had to meet the hardware launch deadline, it's no surprise, really. PSM2 caught up with the old fella recently and fired some questions his way. He gave us some exclusive answers.

ARE YOU HAPPY WITH WHAT YOU'VE ACHIEVED WITH RR5? WHAT HAS BEEN THE FEEDBACK FROM PS2 GAMERS?

Indeed I am. I can say that the game is of the best quality at the present time – Japanese gamers got to experience the basic performance of PS2 with this game. Developers must work harder to beat *Ridge Racer 5* with the games they'll release in the future.

WHAT WAS THE MOST DIFFICULT FEATURE TO IMPLEMENT IN THE GAME?

We had to start from scratch with no program, no support tools, no development apparatus or know-how. Under those conditions game development required far greater time and effort than with PSone, where we had all the necessities. It's just like constructing a road, where the reclamation, ground-levelling and paving with asphalt are being done all at the same time. However, developers can now safely follow this route and achieve far better efficiency in development, which enables them to produce a game of higher quality.

WHY SHOULD PSM2 READERS BUY YOUR GAME INSTEAD OF GRAN TURISMO 2000?

I cannot compare our game with *GT2000*, although it should be decided based on what you expect of a game. *Ridge Racer 5* is designed to create a pleasant feeling. Those who want to feel pleasant while driving a car at high speed will agree with *Ridge Racer 5*.

FOLLOWING THE SUCCESS OF GT, WOULD YOU CONSIDER INTRODUCING LICENSED CARS TO THE RIDGE RACER FRANCHISE?

A game must be fun. If it becomes more fun with licensed cars, we will consider introducing them.

CAN YOU TELL PSM2 READERS ONE THING THEY MIGHT NOT HAVE KNOWN ABOUT RIDGE RACER 5?

I'll tell you the special one. Press L1 or L2 with driver's view in replay so that you can move the view to the left or right. Enjoy observing elaborate parts of the city!

TEAM QUESTIONS

Was there more pressure on the *Ridge Racer 5* team, knowing that the entire gaming world was expecting so much of the first PS2 game?

We set a higher goal to meet their expectations and developed a game of high quality which has never been achieved on other consoles available on the market. So the pressure has worked in a positive way on us.

Are there any rules which a team working on a new *Ridge Racer* game must stick to?

The basic concept for *Ridge Racer* is to give a pleasant feeling of high speed control. We aimed to create a game which would make many users feel like a professional racer within comparatively a short time. Of course the game provides a hard level for skilled players to challenge. As for visuals and sound, with reality as the concept we intended to make players feel like they're actually driving in the fictitious Ridge City.

Is there a friendly rivalry between the teams creating Namco's driving games, or do you share all your ideas openly?

Although we sometimes get in a bad mood, we are always serious about exchanging ideas to create an exciting game. Sharing ideas openly is essential to developing a game.

THE RACING GAME GENRE IS NOW VERY CROWDED, SO HOW DO YOU CONTINUE TO MAKE SURE RIDGE RACER DOESN'T BECOME 'JUST ANOTHER DRIVING GAME'?

If I disclose all about it, other companies will make a *Ridge Racer* (laughs). I can tell you just one thing. Incorporating the latest technology in the game is one point of making it different. Everyone wants to see a game on the screen that's as beautiful as possible, which is expected from *Ridge Racer*. I think each game will show the feature of the series by using the very latest technology of the time.

DO YOU THINK REALISTIC CAR DAMAGE (AND THE RESULTING CHANGE IN HANDLING) IS IMPORTANT IN A RACING GAME?

A car will reduce its performance by damage. No one wants to drive a car of lower performance. We cannot take up what ultimately becomes a negative factor for players unless more positive factors exist there. If we find such positive factors, we will introduce it right away.

HOW WOULD YOU DESCRIBE THE EFFECT THE RIDGE RACER SERIES HAS HAD ON NAMCO?

Ridge Racer was released on 3rd December 1999 in concurrence with the release of the PlayStation, and *Ridge Racer 5* was with the PS2 on 4th March 2000. Those titles have played the role of demonstrating on the game screen the performance of the hardware having appeared with specifications superior to other game systems available on the market and contributed to the popularity of the new hardware, which we are proud of.

Ridge Racer has also helped Namco win fame throughout the world as a consumer game software maker. Namco had been known generally as an arcade game maker before having succeeded in converting technologies developed in the arcade into PSone and establishing its position as a home game maker.

The *Ridge* series as a whole has improved Namco's ability to develop games and helped us create other games. Every game of *Ridge* series including *Ridge Racer Revolution*, *Rage Racer*, *R4* as well as *Ridge Racer 5* were made using the best technology of the time. These games reflect ever-progressing technologies and have contributed greatly to the improvement of developers' skill in introducing them.

WHAT'S NEXT FOR THE RIDGE RACER 5 TEAM? ARE YOU CURRENTLY PLANNING RIDGE RACER 6?

That's a secret of the first rank. **PSM2**

TEAM RR5

WHO'S WHO IN THE CRACK CODING SQUAD?

1 GAME DESIGNER & SENIOR DIRECTOR
- **Name:** Eiichi Saita
- **Joined Namco:**
- **Previously worked on:** Ace Combat (PSone), TechnoDrive (Arcade)
- **Favourite Game:**
- **Hobbies:** Motorcycles, photography

2 GAME DESIGNER & PROJECT DIRECTOR
- **Name:** Nobuhisa Mikoda
- **Joined Namco:**
- **Previously worked on:** Ridge Racer Type 4 (PSone), Kosodate Quiz My Angel (Arcade)
- **Favourite Games:** including Family Stadium
- **Hobbies:** Watching sports and quiz game shows

3 GAME DESIGNER & PROJECT DIRECTOR
- **Name:** Hideo Tetamoto
- **Joined Namco:**
- **Previously worked on:** Time Crisis, Klonoa, Ridge Racer Type 4 (all for PSone)
- **Favourite Game:** (Arcade)
- **Hobby:** Djing

4 LEAD PROGRAMMER
- **Name:** Jun Nakagawa
- **Joined Namco:** 1992
- **Previously worked on:** Racer Type 4 (PSone)
- **Favourite Games:** Street Fighter 2, Sega Rally, Virtua Cop
- **Hobbies:** controlled cars, science fiction novels

5 GRAPHIC DESIGNER
- **Name:** Kouichirou Maeda
- **Joined Namco:** 1992
- **Previously worked on:** Cybersled, Ace Combat, Ridge Racer Revolution, Time Crisis, Klonoa, Ace Combat 3 (all for)
- **Favourite Games:** Shooting games and action games
- **Hobbies:** Reading, driving

6 LEAD SOUND DIRECTOR
- **Name:** Kohta Ikushishi
- **Joined Namco:** 1995
- **Previously worked on:** Racer Type 4 , Ace Combat 2 Klonoa (all for PSone)
- **Favourite Games:** Road Rash
- **Hobby:** Playing the guitar

ON THE COVER Bet you're wondering why Reiko Nagase from *Ridge Racer Type 4* is doing sat on this issue's cover, instead of *Ridge 5*'s 'lovely' Ai Fukami? The reason is that PSM2's Art Editor is a bit disgusted with the way Namco have dropped the old girl, as if she was an empty crisp packet that was *so* yesterday's flavour. Quite. He feels strongly about it, and who are we to argue?

RR5's Eiichi Saita describes how PS2 has made him think about the way he creates driving games. "We'll see which direction to go in when we've learned all of what it can do and to what extent."

"THERE'S A LOT ABOUT THE EMOTION ENGINE THAT'S STILL LEFT TO BE STUDIED..."

DRIVER'S NOTES

- **UK ETA** 24th November
- **DEVELOPER** Namco
- **PUBLISHER** SCEE
- **IMPORTANT STUFF** 36 cars **14 tracks** Two racing views **Grand Prix, Versus Battle, Time Attack and Free Run modes**

TRACKING UP

Love it or hate it, you've got to admire the way Namco have stuck to their guns with the single track/branching routes-style of course design in the *Ridge Racer* games. *RR5* is just the same, with different circuits of the same city, rather than a variety of different tracks. "'Reality' is the concept for our visuals and sounds," says Eiichi Saita. "But how can we give the player a realistic feeling of driving in the streets of Ridge City, with a full view of the City and maps in order for them to learn the courses naturally? The answer is this style of track layout. You can feel how real Ridge City is by viewing it from various angles on the streets laid out surrounding it."

KNOWING ME, KNOWING YOU: Ridge's realistic familiarity remains unchanged for *RR5*

FOGGSY LADY

One of the biggest disappointments with *RR5* is the fog that plagues the two-player mode. The latest word is that this *won't* actually be sorted out for the UK launch, as we'd hoped. So why's the hazy blue stuff in there? "This resulted from a light treatment made to the extent that it wouldn't affect the fun of the two-player mode," says Saita-san. "The fog will be cleared gradually as PS2 is studied further."

PAIN IN THE GAS: The fog doesn't really affect the gameplay, it just ruins your enjoyment of a head-to-head race.

COVER FEATURE

PSM2 TAKES APART PREMIER PLAYSTATION 2 TITLES FOR YOUR EXCLUSIVE PLEASURE...

LOOK! ULTIMATE PHOTO-REALISM...

Is *The Getaway* the most realistic game ever? Arguably. It's certainly provided the most accurate portrayal of London we've yet seen in a videogame, and the level of ambition at SCEE Team Soho is impressive – they don't just want to painstakingly map 50 square kilometres of London, they want to ensure the traffic and pedestrians behave naturally too...

CARNABY STREET

IN-GAME

OXFORD STREET

IN-GAME

OXFORD STREET

IN-GAME

PALLADIUM

IN-GAME

HOW COMPLETE? 20 PERCENT

THE GETAWAY

Gangsters, guns and grit-yer-teeth speed...

Hard to believe how photo-realistic this game looks, isn't it? The Getaway has been under development for over a year now, and, visually at least, it's beginning to sparkle (in a grim '70s-London-gangster-scene-style). The guys putting it together – Sony's Team Soho – have previously worked on the likes of *Total NBA* and *Porsche Challenge* for PSone, so they're not strangers to combining crisp visuals with a cohesive game structure. It's no surprise then, that PSM2 has high hopes for *The Getaway*.

Perhaps the most ambitious feature of the game – yes, even more than *those* graphics – is the 'Talking Heads' technology the team are using to create some of the most unnervingly authentic human face movements we've ever seen in a videogame. Facial information is scanned in from the actors involved with the project, then mapped across a muscle network which is made up of 64 independently moving joints. You need to see it to appreciate it... **PSM2**

DRIVER'S NOTES

- **UK ETA**
  Winter 2001
- **DEVELOPER**
  SCEE Team Soho
- **PUBLISHER**
  SCEE
- **IMPORTANT STUFF**
  50+ cars, all based on real motors
  24 missions (12 for Mark, an ex-professional bank robber and 12 for Roy, a police officer)

'ROUND OF GOLF: Notice how pedestrians gawp at smokin' doughnuts. Outrageous.

MISSION YOU ALREADY

All the glorious details that are being fused into *The Getaway*'s lavish presentation don't mean a thing if there's no solid game binding it all together. Thankfully, that's at the forefront of the development team's collective mind. "The game is completely free-roaming and mission-based," Chun Wah Kong, Lead Designer on the project told PSM2's sister mag Edge. "But how you go about getting there – whether you decide to run there or drive there – is completely up to the player."

AERIAL EVASION: The depth in detail's astounding. From the backgrounds to the driver's grimacing boat-race.

A HEAD OF THE GAME

Here's an example of the Talking Heads technology you'll experience in *The Getaway*. It lets the animation team include subtle head movements, and even such intricate detail as realistic blink rates and pauses for breath at the end of sentences.

DISGUST

DESPAIR

JOY

GRRR...

NO MORE JAGGIES

"One of our biggest challenges was to get rid of the flickering, which we've achieved by doubling the vertical resolution of the normal PS2 screen," Yamauchi-san told us. He isn't lying. The latest version of *GT2000* shifts startling resolutions at 60fps. The fine looking PSone games rao with a 640x240 display, while the PS2 version moves at a staggering 1280x480. Furthermore, anti allasing has been used to smooth out the jaggies, although Yamauchi wouldn't reveal how he'd done it.

WE'RE WARMING THE WHEEL
DON'T MISS NEXT ISSUE, AS WE TEST-DRIVE THE VERY LATEST GT2000 CODE.

HOW COMPLETE? 85 PERCENT

GRAN TURISMO 2000

All-new features revealed by the game's creator, Kazunori Yamauchi!

The achingly beautiful *GT2000* just keeps getting better. In a closed door presentation at ECTS, Producer Kazunori Yamauchi showed PSM2 his latest innovations, including the most dazzling graphical effect on PS2 to date, as well as a new peripheral designed to give the player the most exhilarating racing experience yet. "With the new force feedback steering wheel I have moved closer to my vision of the dream game, you can really enjoy just driving the car," Kazunori-san whispered to us.

PSM2 got to grips with the new wheel – complete with foot pedals – and found it satisfyingly heavy, if initially tricky. Tough corners really do send biting resistance scorching through it. Full Analogue control will operate on the pads and buttons of the standard DualShock 2 as well. Now just take a look at the game's other fantastic features... PSM2

TEXTURE RANGERS: Beautiful bodywork, and at incredible speeds, too

DRIVER'S NOTES

- **UK ETA** Winter 2000
- **DEVELOPER** Polyphony Digital
- **PUBLISHER** SCEE
- **IMPORTANT STUFF**
  - 150 accurately-modelled cars
  - 15 tracks, including Monte Carlo and a new Japanese track
  - New Rally mode
  - Newly refined tuning mode
  - No network play, this will be the key aim of *GT3*
  - *GT2000* comes on one DVD, not two, thanks to improved compression techniques

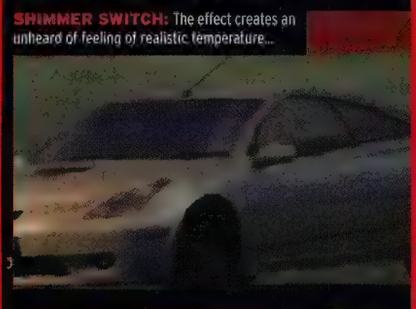
BLINK AND DEFOCUS

Yamauchi is justifiably proud of a new technique called 'defocusing' which blurs cars as they move away from the game camera. The effect is most prominent in the Replay mode, when cars grace over the horizon and out of frame.

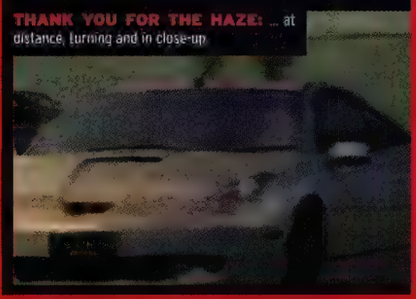
HEAT WAVE

The new heat shimmer effect allows rippling waves to streak up from the tarmac. The utterly convincing results blur the bottom end of the cars, and it looks so realistic you'd be forgiven for dabbing your brow.

SHIMMER SWITCH: The effect creates an unheard of feeling of realistic temperature...



THANK YOU FOR THE HAZE: ... at distance, turning and in close-up



"THE EXPERIENCE WILL BE JUST LIKE THE REAL THING..."

GT2000's Kazunori Yamauchi on PS2's graphics abilities, lightening processing power and how authentic his game will be. "The calculation abilities of PS2 have let us implement much more realistic car physics."

COVER FEATURE

PSM2 TAKES APART PREMIER PLAYSTATION 2 TITLES FOR YOUR EXCLUSIVE PLEASURE...

MOTO GP

THE EXCLUSIVE INSIDE STORY ON THE FIRST PS2 BIKE RACER

This gent is Isao Nakamura. He looks calm, no? Someone who's so laid back, he could almost fall over. A guy who enjoys life in the slow lane. Well, no. Beneath that fridge-cool exterior frantically pumps the heart of a man who's currently overseeing the evolution of one of Namco's sharpest-looking racers to date. The senior members of his development team all previously worked on 500GP, the original arcade version of *Moto GP*, so we're promised a game that should recapture all the excitement of the coin-op (albeit without a replica 500cc motorbike to straddle while you're playing it). Nakamura-san gave PSM2 the lowdown on how the PS2 game was developing...

AT WHAT STAGE OF DEVELOPMENT ARE YOU?

We've now come to the second half of the development term and are a little over the 50% completion mark. Comparing this to building a house, all the materials are ready and we're beginning to construct a house. That's where we are now.

MOTO GP IS BASED ON NAMCO'S SLIGHTLY OLDER 500 GP ARCADE MACHINE, BUT WHAT ENHANCEMENTS CAN WE EXPECT IN THE PS2 GAME?

Moto GP is being developed by the same staff as the arcade version – a total of 40 people or so. They are working on it using every technology Namco holds in order to convey its charm to many players. Specifically, we aim to improve the quality of graphics by making the images more realistic than the arcade version.

In addition, we're preparing a mode specifically for the PS2 version to make the game enjoyable for a long period of time. I'm sorry I can't disclose its exact details yet. But this mode should satisfy not only *Moto GP* fans but also those who'll buy it just to enjoy a racing game.

WAS THE CHANGE IN NAME A MOVE DESIGNED TO DISTANCE THE PS2 VERSION FROM THE ARCADE ORIGINAL, AND IF SO WHY?

Both *500GP* (Arcade) and *Moto GP* (PS2) are games made under license of the FIM Road Racing World Championship Grand Prix. Its racing name changed from 500GP to Moto GP this year, so the name of the game has also been changed. If you watch a Moto GP race on TV, you'll see the same logo as in the our game. Then you'll know how real the game is.

DOES THE NEW PS2 HARDWARE ALLOW YOU TO INCORPORATE ANY NEW ELEMENTS AND EFFECTS THAT HAVEN'T BEEN SEEN IN A MOTORBIKE RACING GAME BEFORE?

It does. First of all the realistic screen is overwhelmingly persuasive. You'll appreciate its detail by comparing it with other motorcycle racing games for consoles and PC. Motorcycle racing games require more polygons than car racing games. Conventional consumer platforms haven't met our satisfaction in developing a motorcycle race game of the quality we aimed to achieve. I believe firmly that it could be achieved only when PS2 and Namco's technology joined together.

Because *Moto GP* looks so real, you'll find yourself drawn deep into the game's world, something impossible with older motorbike games. You'll see the the beautiful shape of your motorcycle, very natural looking scenery and CPU motorcycles rushing into the first corner, all of which you can see in an actual TV broadcast of a Moto GP race.

TEAM QUESTIONS

HAVE ANY OF THE TEAM WORKING ON MOTO GP EVER RACED BIKES FOR REAL?

Some of us actually race bikes for fun, and the main members of the team have test-ridden 500cc racers. Having run the circuits on a 500cc racer, we know in reality how awesome it is what the pro riders actually do. They are really supermen. They must have strong mental power and practice continuously to control all aspects of their ride, including braking before entering a corner, the courage to accelerate to full power and the fear of being so close to the danger of crashing the bike.

Moto GP is designed so that players will learn the greatness of those riders when they improve their skill in racing, last, not simply just riding round the track.

FOR GAMERS MORE ACCUSTOMED TO FOUR-WHEEL RACING GAMES, WHAT ASPECTS OF MOTO GP DO YOU THINK WILL ENTICE NEWCOMERS TO MOTORBIKE RACING GAMES?

First of all a bike race features a nip-and-tuck situation, which, we think, is a big attraction to race, and so is contending with CPU-controlled bikes for placing in *Moto GP*, which you can't experience with other four-wheel racing games. The feeling of excitement you get when you find a weak point of the bike ahead of you and outrun it is greater than that with a four-wheel racing game. And as a racing game we freely use every simulation technique we know to achieve superior quality.

ONE OF THE MOST ENJOYABLE ASPECTS THAT WE FOUND IN RIDGE 5 WAS THE HIDDEN DUEL CARS AND PAC-MAN MODE THAT ONLY BECOME AVAILABLE TO HARDCORE PLAYERS. WHAT REWARDS CAN WE EXPECT TO GAIN IN MOTO GP?

We intend to offer something other than racing, unlike in *Ridge Racer 5*. It's the kind of mode that'll stimulate the instincts of many people and make them feel like continuing to play more. As a result they will get something very exciting...

DEVICES SUCH AS SCANNERS AND DIGITAL CAMERAS CAN BE CONNECTED UP TO PS2. DO NAMCO INTEND TO USE ANY EXTERNAL DEVICES SUCH AS THESE TO HELP ENHANCE THEIR GAMES?

I'm afraid I can't talk specifically about it, however if the game becomes more fun by introducing them, we will use them without hesitation.

AND FINALLY, NAMCO ARE RENOWNED FOR MANUFACTURING NEW PERIPHERALS, SUCH AS THE NEGCON, TO ENABLE HOME GAMERS TO BEST EXPERIENCE THEIR GAMES. ANY PLANS FOR A NEW STEERING DEVICE SPECIFICALLY FOR MOTO GP?

Driving games and bike games can be enjoyed in various ways depending on the control. As I have mentioned above, *Moto GP's* being developed by the team that worked on the arcade version. We know such an interface is important. If you want it, please say loudly to reach us "We want it!" (laughs). **PSM2**

HEEBIE GP: Complex rendering will have you feeling every corner.

MANU-FACTOR: You'll be able to take on course and riders you know on familiar bikes for total realism.

SUPERBIKE SELECTION

The *Moto GP* team are including 32 authentic bikes in the game, which you'll be able to customise to your racing style. "We've been granted access to all elements of the FIM Road Racing World Championship Grand Prix," says Nakamura-san. "In *Moto GP*, there are many more different bikes than in the arcade version. Certainly you will see in the game a famous rider from your country, as well as a rider with a bike you're a fan of."

TEAM MOTO GP

THE SPEEDY PEOPLE CURRENTLY HARD AT WORK ON THE GAME

The *Moto GP* team have massive arcade development and bike riding experience. They even race a bit themselves. Who'd we back in a race? Why, number 3 of course. Ouchi-san's got the look of a winner...

1 GAME DESIGNER & PROJECT CHIEF

- **Name:** Isao Nakamura
- **Previously worked on:** Four Trax, Final Lap 2, Final Lap 3, Final Lap R, SuzukaEhours, SuzukaEhours 2, CyberCycles, Motocrossgo!, 500 GP (all for Arcade)

2 GAME DESIGNER & PROJECT DIRECTOR

- **Name:** Kazuya Maruyama
- **Previously worked on:** Ace Driver, Ace Driver: Victory Lap, Motocrossgo!, 500 GP, Guitar Jam (all for Arcade)

3 LEAD PROGRAMMER

- **Name:** Satoru Ouchi
- **Previously worked on:** Final Lap, Four Trax, SuzukaEhours, Lucky & Wild, Ace Driver, Dirt Dash, Motocrossgo!, 500GP (all for Arcade)

4 MAIN SYSTEM PROGRAMMER

- **Name:** Takeshi Matsumoto
- **Previously worked on:** Winning Run, Winning Run Suzuka GP, Winning Run R, Driver's Eyes, Air Combat, Speed Racer, Motocrossgo!, 500GP (all for Arcade)

5 LEAD GRAPHIC DESIGNER

- **Name:** Yonzo Sakagami
- **Previously worked on:** Air Combat (Arcade), Final Lap R (Arcade), Ridge Racer (PSone), Fire Rollt (Theme Park), Motocrossgo! (Arcade), 500GP (Arcade)

6 LEAD SOUND DIRECTOR

- **Name:** Yoshie Takayanagi
- **Previously worked on:** Tekken (PSone), Tekken 2 (PSone), SuzBlade (PSone), Rompers (Arcade), Motocrossgo! (Arcade), 0-1GP (Arcade)

LEAN AND KEEN: Racing styles will be important to success in the game... overshoot a corner and you're jam.

HOW DETAILED?!

With PS2, developers have the potential to create some of the most richly detailed visuals in the history of gaming. Even the sparse-looking motorbike racing environments are fantastic. "The racetracks you'll ride are not made by simply referring to a video or a rough racetrack layout," Nakamura-san told us. "They are all made by us, the development staff, visiting the actual course to measure it with tools we have, which enable us to reproduce the course more faithfully than other racing games. And as it has 50 frame/sec processing rate, it provides a smooth feeling of control, which is a feature made possible by the technologies of PS2 and Namco combined."

"WE'VE NOW GOT PS2, A PLATFORM HAVING YET UNKNOWN POSSIBILITIES..."

Moto GP's Isao Nakamura on the future of racing games: "Imagine what a driving game will be like when our know-how of such games and a platform with new possibilities combine together."

RIDER'S NOTES

- **UK ETA**
  Winter 2000
- **DEVELOPER**
  Namco
- **PUBLISHER**
  SCEE
- **IMPORTANT STUFF**
  32 authentic bikes
  Five famous tracks
  Five playing modes - Season, Vs, Challenge, Arcade, Time Trial
  The chance to compete against top pro riders like Kenny Roberts and Max Biaggi

HOT HANDLING

How realistically the bikes handle is going to be crucial. Nakamura-san is confident they've got it spot-on. "The bike remains obediently straight when you accelerate and doesn't behave unexpectedly during cornering. The speed of the bike will decide the turning radius for the corner: enter a corner at excess speed and you'll definitely fail to turn, while slowing down to an unnecessary level won't improve your lap time. It's all about slowing down to the proper level at which you can narrowly turn round the corner. We've engineered *Moto GP* so that a lap time almost the same as that in a real race."

BENDER BENDER: They've measured these corners by hand, so they're as accurate possible

LINE 'EM UP: Overtaking's going to be a crucial area where accurate bike dynamics will play a massive part

COVER FEATURE

PSM2 TAKES APART PREMIER PLAYSTATION 2 TITLES FOR YOUR EXCLUSIVE PLEASURE...

START THE MOTOR

WWR includes a fine range of chunky supercars, all of which boast completely unnecessary numbers of lights and really big wheels. Apart from the big, growling likes of 'Black Lightning' and 'Behemoth', there's the now-ubiquitous Mr. Whippy ice cream van and a UFO that can glide over most obstacles, making it a somewhat unfair choice.

HOW COMPLETE? 95 PERCENT

WILD WILD RACING

Flying mud and real-world, chunky car physics combine on PS2. Groovy.

There are two schools of thought about what makes a good driving game. *Ridge Racer 5* is about the pleasant experience of driving fast – the feeling of sun on your face, wind in your hair and beautiful ocean scenery zipping past at phenomenal speed. *Wild Wild Racing*, on the other hand, is about mud-churning powerslides, six-car pile-ups and tooth-jarring collisions.

The cars are vaguely reminiscent of the remote-controlled kind, bouncing off and knocking over the scenery and flipping over in an impressive display of the game's physics engine. It's visibly influenced by the likes of the classic *Stunt Car Racer* and the PSones very own *Twisted Metal* and *Street Racer*, but will it be good enough to keep up with any of them? **PSM2**

DRIVER'S NOTES

- **UK ETA** 24th November
- **DEVELOPER** Rage/Imagineer
- **PUBLISHER** Rage
- **IMPORTANT STUFF**
  - 11 playable vehicles, including two secret cars and a spaceship
  - **12 Championship levels to race through in three countries**
  - Time Attack, Versus and Challenge modes
  - **Variable weather conditions**

HOW DOES IT PLAY?

On the version we played, the time limits were maddeningly unforgiving, it was easy to get hopelessly lost and the action felt, well, a bit too *clean*. The engine roars weren't anywhere near as throaty as they need to be, and while the cars skittered across black ice with suitably reduced handling, they don't churn the ground up enough as they ploughed through the wet stages. Rage have assured us that these niggles will be sorted for launch. Don't miss our review next issue...

STUNTED GROWTH

There's nothing so simple as a winner-takes-all duel to access *WWR*'s hidden cars. Good Lord, no. Instead, you have to complete three challenges – collecting the letters of your car's name, pushing a ball around an obstacle course and pulling off car-jeopardising aerial stunts.

ALPHABET STREET: The more you indulge in the Challenge modes, the bigger your motor for racing. Sweet.

HOW COMPLETE? 60 PERCENT

WIPEOUT FUSION

Sony's Studio Liverpool reveal their edgy vision of the future...

Sony have at last seen sense and are guiding *Wipeout* back to its roots for its debut on PS2. They're planning to once again fuse underground chic to genuine gameplay innovation, with this attitude manifesting itself in all areas. "For example, *Wipeout 3*'s music was quite commercial," Trevor Jones, Producer of *WipEout Fusion* told PSM2, "so the 12 new tracks will be split between unknown and famous artists. There'll be no Chemical Brothers, but some raw new Euro artists and bedroom producers who retain the hardcore feel."

One of PSone's most successful developers, responsible for the *Formula One* and *Destruction Derby* Series, plus the space-ace mission-blaster *Colony Wars*, *Psybadek* and *Krazy Ivan*, we're confident that Studio Liverpool (aka Psygnosis) will be more than able to pull it off... PSM2

GLOW BABY, GLOW: Engine light effects look stunning in the track interiors.

DRIVER'S NOTES

- **UK ETA** March 2001
- **DEVELOPER** SCEE Studio Liverpool
- **PUBLISHER** SCEE
- **IMPORTANT STUFF**

32 individual ships with customisable details

Seven environments with three courses: Vector, Venom and Rapier class

26 weapons, including special multi-player and team-specific ones

Vertical/Horizontal split multi-player racing

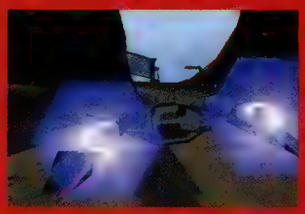
Full Analogue controls responding to 48 degrees of movement (compared to seven in *WipEout XL*)

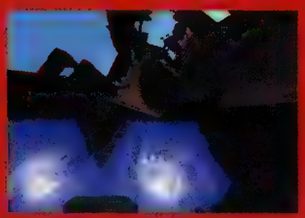
Real-time ship damage, including smoke, charring and chassis break up

FURIOUS TRACKS

"The craft hug the track like a rollercoaster, so you'll *really* feel the new jumps, loops and inverted sections," *Fusion*'s Producer told PSM2. All the extra routes will be genuinely new, not just longer versions of the same track."

These new courses are 40 percent wider with ten times the draw distance of *WipEout XL*. The hidden areas will be flagged in replays, with extras accessed via League mode success. Look out for the gravity flip pads which let you race on the track ceilings, and some *evil* shortcuts.





TRACK SUITS: There's not that much time to look at the scenery – it's all a bit of a blur

NEXT ISSUE
WE'LL BE WRINGING MORE DETAILS FROM TREVOR JONES ABOUT THE NEXT-GEN FUTURISTIC RACER

"OUR GAME WAS RUNNING SO FAST IN PLACES THAT WE WERE FORCED TO SLOW IT DOWN"

WipEout Fusion's Trevor Jones describes how PS2 is almost too powerful in some instances...

FITTER, SMARTER, BETTER, *MORE*

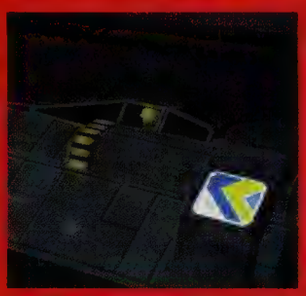
"*WipEout Fusion* is close to the game we've always wanted," Trevor Jones told us. "Standards will improve, but right now we're digging the maximum performance out of the hardware. We're sick of being asked if PS2 is tough to program for – it's just *different*."

Ships use 2000 polygons compared to 300 in the original, shifting rock-solid at 60fps with up to 16 ships on track at once. But pilot AI is the real revelation. Each racer will react in real-time to race events, not follow a set course. Most amazingly, rivals bear grudges (such as Russian and American pilots), and will 'remember' your behaviour from race to race. Aggressive pilots will be increasingly shot, blocked and ganged upon.

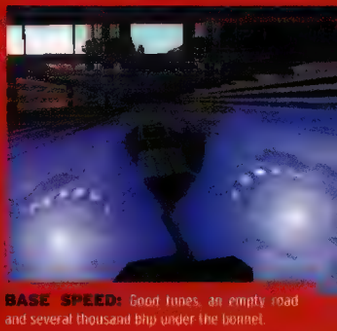
GOOD TECHNOLOGY

The look of the game is being handled by Good Technology, an award winning design agency who've worked with the Beastie Boys, Kylie and Levi's. The visual style will be more European than before and will be fully integrated into the game's website, *www.wipeoutfusion.com*, which launches this November.

STYLE-FLY: Contemporary design doesn't always have to mean unplayable.



COCK-PIT FIGHTING: Individual pilot AI will ensure that no sin will go unpunished



BASE SPEED: Good tunes, an empty road and several thousand bhp under the bonnet.

COVER FEATURE

PSM2 TAKES APART PREMIER PLAYSTATION 2 TITLES FOR YOUR EXCLUSIVE PLEASURE...

ALSO IN DE

SMUGGLER'S RUN

- **UK ETA** 24th November
- **DEVELOPER** Angel Studios
- **PUBLISHER** Rockstar Games

■ Since the point of smuggling is to do things without being discovered by any law enforcement types, scooting around the countryside with the razzers in hot pursuit doesn't really qualify. Still, it's undeniably fun — they're fearsomely difficult to outrun, so you're forced to improvise, veering up inclines, smashing through fences and ploughing along riverbeds to avoid roadblocks. Also, the scope for imaginative driving is superb — drive to the top of a hill, and the entire level is visible, with horizons that can be reached and barely a flicker of draw in or fogging. The physics engine is satisfyingly meaty, allowing rampant scenery destruction and huge amounts of vehicular damage. The gameplay's a series of variants on capture the flag, with a two-player Tag mode that looks promising but noticeably slows the action. If they fix that before launch, this could be one of the PS2's most appealing free-roaming drivers.

LOTUS EXTREME CHALLENGE

- **UK ETA** Mid 2001
- **DEVELOPER** Kuju Entertainment
- **PUBLISHER** Virgin

■ Lotus have co-operated closely with Kuju to provide this licence with its physics model, which veers towards a fairly realistic portrayal of racing. To avoid going directly up against *GT2000*, though, it includes a Story mode which varies depending on which character (male or female) you're playing as. Apart from the 40 cars and 15 race tracks unlockable, there are ten tracks in which the aim is to perform tricks on camera as a hired stunt driver. With other 'emergency' challenges such as rushing people to hospital and a plot linked via several cut-scenes, this is certainly more than your average racer...

MOTOR MAYHEM

- **UK ETA** Spring 2001
- **DEVELOPER** Beyond Games
- **PUBLISHER** Infogrames

■ It's hard'n'fast racing with guns – like *WipEout*. Really big guns – like *Twisted Metal*. While car combats never been the most popular genre, *Motor Mayhem*'s most entertaining feature promises to be its destroyable environment — fight on an aircraft carrier, shoot down a plane and watch it crash through the deck. As befits the overblown nature of this sort of thing, the Vehicle Combat League is vaguely reminiscent of pro-wrestling, with violent, soap-opera style cut-scenes and an emphasis on the rivalry between the heroes of the circuit. Of course, the success of this approach will rely on the appeal of its characters (can you name a character from *Twisted Metal* except for Sweet Tooth? No?), but rumours of Internet-based updates might help its chances.

MIDNIGHT CLUB

- **UK ETA** 24th November
- **DEVELOPER** Angel Studios
- **PUBLISHER** Rockstar Games

■ Unless you happen to live in a big city such as London or New York, *Midnight Club*'s appeal might be lost on you — the street maps are authentic, although of course the traffic levels and (unlike up-coming *The Getaway*) most building facades aren't. The idea is to work your way through the ranks of the *Midnight Club* in a series of illegal races. As with Rockstar's *GTA* series, civilians are oddly unresponsive to being rear-ended, and there hasn't been a hint of the bizzies so far. The version we played boasts some nice touches — knock over a set of traffic lights and the screen darkens while the traffic goes crazy — but felt a bit slow and victory was a touch too reliant on the other driver crashing, rather than a test of racing skill. The finished version should offer a double-decker bus among its extra vehicles, but at the moment it's *Driver* at night, with shinier vehicles and not much plot.

STREET LETHAL

- **UK ETA** Spring 2001
- **DEVELOPER** Activision
- **PUBLISHER** Activision

■ More no-holds barred street racing action, this time set across ten 'fully interactive' cities, including Paris and London (again). Featuring sleek-looking concept cars, there should be plenty of short-cut finding, pedestrian-scattering action on offer. The game promises car damage and deformation which should affect performance, but its most enticing feature is the level of customisation possible. Scorning the 'ooh, new wheeltrims' approach, it allows the entire shape of the car's chassis to be morphed using Bezier curves, and the computer will start to nick your designs if you win enough races. The framerate's set at 60 fps, although the action's a touch on the slow side. Still, given Activision's PSone track record, this is one to watch.

STUNT GP

- **UK ETA** 24th November
- **DEVELOPER** Team 17
- **PUBLISHER** Virgin

■ From what we've seen of it so far, *Stunt GP* is *a bit* like *Tony Hawk's Skateboarding* — but in remote control style cars. If that makes sense. With at least eight tracks, including the *Stunt GP* car park, a multi-story car park and Japanese water garden, the idea is to work your way through the ranks of the *Midnight Club* in a series of illegal races. As with Rockstar's *GTA* series, civilians are oddly unresponsive to being rear-ended, and there hasn't been a hint of the bizzies so far. The version we played boasts some nice touches — knock over a set of traffic lights and the screen darkens while the traffic goes crazy — but felt a bit slow and victory was a touch too reliant on the other driver crashing, rather than a test of racing skill. The finished version should offer a double-decker bus among its extra

RALLY CIRCUITS: AFRICA

- **UK ETA** Winter 2001
- **DEVELOPER** Rage
- **PUBLISHER** Rage

■ As you might expect, *Rally Circuits: Africa* promises fairly straight rally-style circuit racing. In Africa. The main game's based around a championship taking place on around 14 courses from Cape Town to Cairo, and promises both realistic physics and 'Mood-based AI', along with a two-player mode and a series of missions for the player to complete. In other words, the game's very early in development and still needs some thought given to the unique details...

TOP GEAR DARE DEVIL

- **UK ETA** 24th November
- **DEVELOPER** Papaya Studios
- **PUBLISHER** Kemco

■ Illegal street racing gangs, realistic free-roaming environments and pleasingly breakable scenery — *Top Gear*'s parking in an already crowded garage. It'll feature 75 vehicles, 12 of which will be playable, four cities and 27 levels, where the aim is to pick up 'Dare Devil' coins, bonuses and power-ups within a time limit. Appealingly, the vehicle line-up includes a Mini Cooper and VW Beetle alongside the Lotus Elise and Plymouth Prowler, but it has to be said that collecting floating pink coins just isn't that involving as a gameplay concept. Although rival gangs, police involvement and a two-player mode might spice things up a bit, we can't see what's going to make this stand out from the crowd.

F1 RACING CHAMPIONSHIP

- **UK ETA** 24th November
- **DEVELOPER** Ubisoft
- **PUBLISHER** Ubisoft

■ Ubisoft are stamping 'official' all over their stab at the F1 license, featuring all 11 official teams, 22 drivers and cars, as well as the 1999 regulations and new Sepang track in Malaysia. They're also claiming that the strategies and performances of each driver will be faithfully reproduced, which should be interesting. Apart from this, we're not entirely clear on what'll make their title stand out from the other F1 games (apart from being the first on PS2), or worth the attentions of people who'd rather be outrunning coppers in the open country and firing homing missiles at fellow competitors.

SPIN: SPRINT CAR RACING

- **UK ETA** Spring 2001
- **DEVELOPER** Ratbag
- **PUBLISHER** SCEE

■ Apparently, Sprint Car Racing is one of the most motor popular sports in the USA, although you can't help but suspect its core fanbase to be made up of people who think tractor pulls qualify as entertainment. Cars weighing less than 600 kg zip around dirt tracks, subjecting their riders to horrific acceleration and crashing spectacularly. Ratbag plan to reflect this with cars that suffer from tyre blowouts and stalls, as well as occasionally losing bits. They're also making grand claims for the track deformation system, which means that the courses should alter as they're driven over, with over-enthusiastic racing providing ruts, grooves and potholes to negotiate.

F1 CHAMPIONSHIP SEASON 2000

- **UK ETA** Spring 2001
- **DEVELOPER** EA
- **PUBLISHER** EA

■ Racing completists rejoice! EA are bringing their love of detail to Formula One. You'll gasp as paintwork chips off the cars, wheeze at the authentic helmet decals and possibly soil yourself when Jim Rosenthal starts commentating. Yet there's no denying that this *does* look fabulous, featuring a fantastic TV style replay mode arranged by Formula One Race Director Keith McKenzie. The four-player split screen mode should be a sure fire winner and we'll all be hoping

VELOPMENT

that EA don't compromise realism for the playability of a glued Rubik's cube. If their PSone hit *F1 2000* is anything to go by, this could be the ultimate F1 game.

OUTLOOK

The PS2 is destined to become the racing game fan's dream machine, with a mix of some of the most realistic racers and dirtiest off-roaders we've ever seen.

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

DUNCAN

STILL CONCERNED ABOUT THE QUALITY OF LAUNCH GAMES? FORTUNATELY, WE'VE PLAYED SSX.

And it's not the only stunning title that'll be available when PS2 blasts its way into the UK. Despite what you might have heard, Infogrames have confirmed *Unreal Tournament* for the launch line-up, joining the phenomenal *TimeSplitters* – leaving you spoiled for first-person Deathmatch anarchy.

If you take a look at our massive motoring rally starting on pg14 – which includes *Ridge 5*, *F1 Racing*, *Smuggler's Run* and *Midnight Club*, to name a few – you get the idea that it won't be a case of which racer, but how many can you afford?

Bruisers will be punching walls at the prospect of the ludicrous, but brilliant, *Ready 2 Rumble 2*. Even if you're not a boxing fan it'll be tough to turn down the opportunity to knock seven shades out of Michael Jackson. **PSM2**

READER TOP TEN GAMES

YOUR MOST WANTED

Soiled yourself over MGS2? We didn't need to know that.

1 METAL GEAR SOLID 2

- **DEVELOPER** Konami
- **GAME TYPE** Stealth Adventure
- **ON SALE** Early 2002

About half of this month's letters have been heartfelt testaments to Kojima-san's genius. Snake...Snaaake!

www.konami.com

2 TIMESPLITTERS

- **DEVELOPER** Free Radical
- **GAME TYPE** 3D Shooter
- **ON SALE** November 2000

Ah, 'by the makers of *GoldenEye*' caught your attention. As 'furious, four-player action' should have.

www.freeradical.co.uk

3 GRAN TURISMO 2000

- **DEVELOPER** Polyphony Digital
- **GAME TYPE** Racing
- **ON SALE** January 2001

If only you could see the sunlight gently filtering through the treetops. It's a thing of beauty

www.polyphonydigital.com

4 ISS 2000

- **DEVELOPER** Konami
- **GAME TYPE** Football
- **ON SALE** November 2000

Most frequently asked question of this month's postbag? 'Which is better, *FIFA* or *ISS*?' We're good to you.

www.konami.com

5 WIPEOUT FUSION

- **DEVELOPER** Studio Liverpool
- **GAME TYPE** Fighting
- **ON SALE** February 2001

We're relying on the latest *WipEout* to make the PS2 even cooler than it is. Fingers crossed.

www.playstation-europe.com

6 SUMMONER

- **DEVELOPER** Volition
- **GAME TYPE** RPG
- **ON SALE** December 2000

After the crushing awfulness of this month's *Eternal Ring*, we're inclined to agree with your choice of RPG.

www.volition-inc.com

7 TEKKEN TAG

- **DEVELOPER** Namco
- **GAME TYPE** Fighting
- **ON SALE** November 2000

Set to sell almost as fast as the PS2 itself. 'Update!' shout isolated whiners. Everyone else is practising combos.

www.namco.com

8 RIDGE RACER 5

- **DEVELOPER** Namco
- **GAME TYPE** Arcade Racing
- **ON SALE** November 2000

A surprising slide in the rankings for *Ridge 5*. Plenty of people will be buying it, but others want something new.

www.namco.com

9 THE BOUNCER

- **DEVELOPER** Squaresoft
- **GAME TYPE** Fighting/RPG
- **ON SALE** February 2001

Curiously shiny graphics, a still-hazy storyline, and hitt ng. Lots and lots of hitting. Everything a game needs.

www.squaresoft.com

10 SILENT HILL 2

- **DEVELOPER** Konami
- **GAME TYPE** Survival Horror
- **ON SALE** TBC

Konami only confirmed its existence a few weeks ago, but we're already being pestered for info about this shocker.

www.konami.com

LEAST WANTED: PRIMAL IMAGE

- **DEVELOPER** Atlus
- **GAME TYPE** Photography
- **ON SALE** TBC

Less moral outrage, more complete apathy greets the idea of taking pictures of pixellated ladies

www.atlus.co.jp

MAIL US NOW!

WITH YOUR MOST WANTED GAMES...

Don't have a pop at us, we're just letting you know what you're letting us know. If you can't see the game that you're desperate to play, then mail us. We can share it with everyone. **WWW.PSM2.CO.UK**

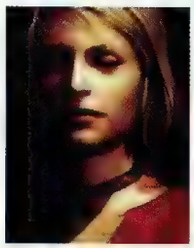
>THE HORROR'S CONFIRMED シクヨカノ

SILENT HILL 2

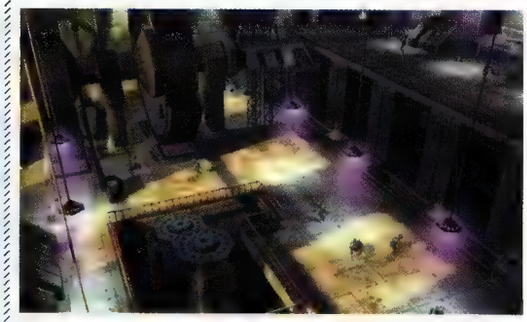
PSM2 JUST IN! Plot details are incredibly sketchy at the moment, but say goodbye to Harry and hello to new hero James Sunderland.

So far, Konami have remained surprisingly... er, silent about the sequel to their atmospheric but bewildering adventure. It's confirmed, but didn't make its expected showing at ECTS. Recent trade adverts for the post of CG artist on the game suggest it's a way off yet. It's almost certain to make an appearance in movie form at the Tokyo Game Show (see over the page), though, so more info next issue...

PSM2 RECKONS *Games that rely on fog rather than suffering from it strike us as odd, but the original* Silent Hill, *we'll admit, had its creepy moments. There was some criticism that it was too difficult for the Japanese market, so expect a reworked format.*



SILENT... BUT DEADLY: The first shots from the game indicate the game's *even* darker...



"I THINK THAT WHEN YOU GET THE GAME, PLUG IT IN AND TURN IT ON, IT WILL BE THE EQUIVALENT TO ADDING WATER TO A BOWL OF SEA MONKEYS"

FARZAD VARAHRAMYAN Oddworld's senior production designer enthuses about the real-world characteristics of *Munch's Oddysee*, which should allow you to saunter around in your own little habitat, watching things come to life.

PSM2 MOST WANTED

THE TEN GAMES KEEPING THE PSM2 TEAM UP NIGHTS.

1 METAL GEAR SOLID 2
— We still can't wait. The awesome new footage is nothing short of cruel...

2 SSX
↑ Bowel-loosening snowboard acrobatics – dig out your mittens.

3 THE GETAWAY
✳ Free-roaming gangster hell set in ol' Landern. With photo-realistic graphics.

4 GT2000
↓ That light through the trees, that wheel, those cars...we surrender

5 ODDWORLD
↓ Perfect cartoon animations mask quirky and compelling gameplay.

6 WIPEOUT FUSION
↓ Eye-bleeding speed with a hardcore edge. We like

7 UNREAL TOURNAMENT
✳ The FPS of choice should convert perfectly to PS2. Lock and load

8 TIMESPLITTERS
↓ Mind-bending, trance-nducing bullet frenzy with great characterisation.

9 ISS 2001
↑ *Jikkyou* is one thing, the KCET sequel will be something else

10 TONY HAWK'S 3
— If the PSone sequel keeps us up at night, PS2 *TH* might be the end of us

OUR LEAST WANTED

You can take your title and...

ARMY MEN: AIR ATTACK 2
We used to love burying little green soldiers in the dirt, and we'll do it again

TOUGH CLOVE: Is this a possible romantic attachment, or a touch of garlic breath.

IF YOU TOLERATE THIS... Is it us, or have they styled the heroes on James, Nicky and Sean?

>YER NAME'S NOT DOWN... シクヨカノ

THE BOUNCER

Sadly, there'll be no multi-player option for Square's hot new RPG-action title.

Details about *The Bouncer* continue to be as shady and inaccessible as the Manga-style criminal underworld that provides its setting. Contrary to speculation, it won't be a multi-player game – of the three main characters, two will back the player up using AI. Voices are being in English by Manga-veterans Zero Limit (of Ninja Scroll and Ghost in the Shell fame), and the game will be released on DVD. The plot? Small girl befriends improbably hard bouncers, who intervene when she's kidnapped. Hmmm.

PSM2 RECKONS Ehrgeiz, *Square's last scenery-utilising scrapper, was entertaining but short-lived, so we're hoping the story will add a bit of depth.*

DRESS CODE? WHAT DRESS CODE: Costume designs are about all we have on characters.

METAL GEAR HORRID: Is this a robot surveying the town? Or something far more sinister...

ALCO-POP TARTS: Boozin', ruckin' and rockin' appear to be the extent of these nutters' lives.

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

›LET'S DO LAUNCH シつエカノ

LAUNCH COUNTDOWN

As the big day creeps nearer, developers are frantically trying to get their games out for launch, which we reckon should include about 27 titles. While we're mildly concerned about the possibility of rushed titles hitting the shelves, the UK line-up has loads of promising games and one or two dead certs. See Incoming (on the right) for confirmed titles, as well as what to look forward to in the near future.

PSM2 RECKONS *Developers – calm down. We can wait another couple of weeks, as long as the games are good.*

BEND ME, SKATE ME: *SSX* looks a sure-fire winner on launch day. It, er... rocks.

"LOADS OF PROMISING GAMES..."

GETTING THE POINT: *Summoner's* one of many promising games for 2000.

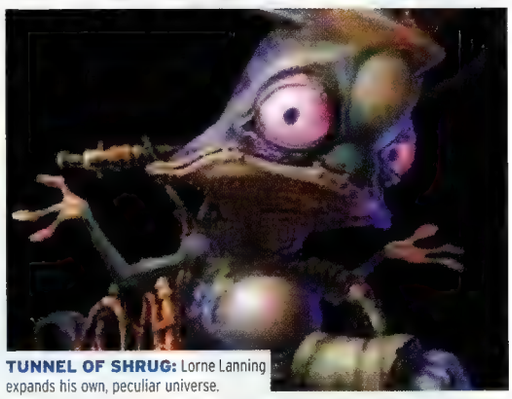
IN THE NAME OF COD: Munch will need wheels to move on land - he's a bit fishy...

›AGAINST ALL ODDS シつエカノ

MUNCH'S ODDYSEE

Since last issue's Lorne Lanning interview, details about new character Munch continue to surface. He's an aquatic creature, moving like a dolphin in water but confined to a wheelchair on land. Puzzles will also involve his ability to 'possess' machinery – take a giant metal fan and add a disgruntled Slig for hilarious, splattery consequences.

PSM2 RECKONS *Oddworld's mixture of slapstick humour and surprisingly brutal imagery is sure to keep us enthralled, entertained and occasionally disgusted.*



TUNNEL OF SHRUG: Lorne Lanning expands his own, peculiar universe.

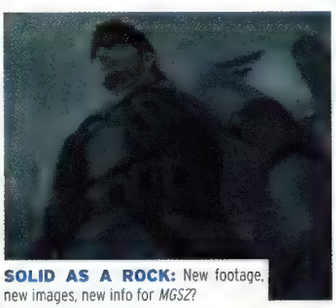
›SHOWING OUT シつエカノ

TOKYO GAME SHOW

By the time you read this, we'll be assessing the impact of the Tokyo Game Show, Japan's premiere videogame industry event. The autumn show looks set to be a showcase for Konami with previously unseen titles such as *Silent Hill 2*, *WTA Women's Tennis* and a playable version of *Z.O.E.* due to be wheeled out for examination. We'll fill you in on all the details next issue.

PSM2 RECKONS *The autumn Tokyo show doesn't really come close to the heaving games-beast that is America's E3, but PS2 is set to dominate, claiming around 65 games of the 300 new ones being shown – impressive, no?*

GO ON, MECH ME: *Z.O.E.* promises big thrills, as long as the play system is comfortable.



SOLID AS A ROCK: New footage, new images, new info for *MGS2*.

"OVERALL, PS2 IS SET TO DOMINATE... IT'S SET TO BE A SHOWCASE FOR KONAMI"

›SHEPHERD'S EYE シつエカノ

HERDY GERDY

Core are taking a flying leap out of the action-adventure genre with *Herdy Gerdy*, a game mostly devoted to herding small animals through the use of musical instruments. PSM2's seen it up-close, and what caught our attention was its graphics – employing a combination of elegantly painted backgrounds and cel animations for the characters – not dissimilar to strolling around a huge Disney film set. It's nice to see that huge amounts of polygon-crunching aren't all that can be done with PS2.

PSM2 RECKONS *Adventure with a touch of Lemmings should be fun. Glorious visuals, too.*

GERD LUSH: Here's a sketch of lead character, Gerdy. He herds things.

INCOMING!

PS2's launch line-up is looking stronger by the minute – 27 titles are now confirmed from developers across the globe. Every issue we'll be bursting blood vessels straining into the future to keep you up-to-date with every essential release...

LAUNCH (NOVEMBER) 2000

TimeSplitters	Eidos Interactive
The World Is Not Enough	Electronic Arts
Kessen	Electronic Arts
Unreal Tournament	Infogrames
SSX	Electronic Arts
F1 Championship 2000	Electronic Arts
RC Revenge Pro	Acclaim
Bust a Move 4	Acclaim
International Superstar Soccer	Konami
ESPN Track and Field	Konami
ESPN X-Games Snowboarding	Konami
Silent Scope	Konami
Gradius 3 & 4	Konami
Ready 2 Rumble: Round 2	Midway
Dead or Alive 2: Hardcore	SCEE
Fantavision	SCEE
Ridge Racer 5	SCEE
Wetrix 2	SCi
Theme Park World	EA
Smuggler's Run	Take 2
Midnight Club	Take 2
F1 Racing Championship	Ubi Soft
Disney's Dinosaur	Ubi Soft
Donald Duck: Quack Attack	Ubi Soft
Rayman Revolution	Ubi Soft
Stunt GP	Virgin
Street Fighter EX3	Virgin

DECEMBER 2000

Moto GP	SCEE
Jungle Book Groove Party	Ubi Soft
X-Squad	Electronic Arts
Stepping Selection	Jaleco
F1 World Grand Prix	Konami

JANUARY 2001

GT2000	SCEE
Shadowman 2	Acclaim
360 Challenge	Acclaim

FEBRUARY 2001

WipEout Fusion	SCEE
The Bouncer	Square

MARCH 2001

Music 3	Codemasters
LMA Manager 2001	Codemasters
World Snooker 2	Codemasters
Micro Maniacs 2	Codemasters
The Gift	Cryo
Rally Championship	Electronic Arts
Superbikes 2001	Electronic Arts
Black and White	Electronic Arts
Need for Speed	Electronic Arts
Oddworld: Munch's Oddysee	Infogrames
F1 2001	SCEE

SPRING 2001

Project Eden	Eidos Interactive
Herdy Gerdy	Eidos Interactive
Resident Evil 4	Eidos Interactive
Commandos 2	Eidos Interactive
Legacy of Kain: Soul Reaver 2	Eidos Interactive
Onimusha: Warlords	Eidos Interactive
Thief 3	Eidos Interactive
Zone of Enders	Konami
Red	Konami
Shadow of Memories	Konami
Ephemeral Fantasia	Konami
Seven Blades	Konami
Top Gun	Titus
RoboCop	Titus
Roadsters 2001	Titus
Red Faction	THQ
Evil Dead: Hail to the King	THQ
WWF SmackDown 3	THQ

LATE 2001

Gunslinger	Activision
Street Lethal	Activision
Super Bombad Racing	Activision
Tony Hawk's Pro Skater 3	Activision
Star Wars Online	Activision
Mat Hoffman's Pro BMX 2	Activision
Kelly Slater's Pro Surfer	Activision
Shawn Palmer's Pro Cross	Activision
Final Fantasy 10 and 11	Crave
Kengo	Crave
Eternal Ring	Crave
Evergrace	Crave
Armoured Core 2	Crave
Rock'n Megastage	Jaleco
Dream Audition	Jaleco
Navy Seals	Jaleco
ESPN NBA 2Night	Konami
ESPN National Hockey Night	Konami
Age of Empires 2	Konami
Silent Hill 2	Konami
Metal Gear Solid 2	Konami
Jurassic Park	Konami
Tour de France	Konami
Terminator	Konami
Drum Mania	Konami
Eternal Blade	Mattel Interactive
VIP	Ubi Soft
Peacemakers	Ubi Soft
Evil Twin	Ubi Soft
Jacques Villeneuve Racing	Ubi Soft
The Road to Eldorado	Ubi Soft
Suzuki 2	Ubi Soft
Rayman 3	Ubi Soft
Speed Devils 2	Ubi Soft
Army Men: Air Attack 2	3DO
Crusaders of Might and Magic	3DO
WDL: Thundertanks	3DO
Army Men 2: Sarge's Heroes	3DO
High Heat	3DO

TO BE CONFIRMED

Aliens Colonial Marines	Fox Interactive
No One Lives Forever	Fox Interactive
Gauntlet: Dark Legacy	Midway
Off-Road Thunder	Midway
Dark Cloud	Midway
Drakan	Activision
Evo Rally	Infogrames
Madden NFL 2001	Electronic Arts
Tiger Woods PGA Tour 2001	Electronic Arts
NHL 2001	Electronic Arts
NBA Live 2001	Electronic Arts
Syphon Filter 3	SCEE
Cool Boarders 2001	SCEE
Grand Theft Auto 3D	Take 2
MDK Armageddon	Virgin
Run Like Hell	Virgin
Silnheed	Virgin
Gun Griffon Blaze	Virgin
WCW Mayhem	Electronic Arts
Knockout Kings 2001	Electronic Arts
Titanium Angels	SCi
Starsky and Hutch	Empire

This list correct – to the best of PSM2's knowledge – as this issue went to press.

›FIRST DETAILS

LARA COMES ALIVE ON PS2!

Core reveal their plans for *Tomb Raider's* debut on PS2. And there are big changes in the pipeline...

Prepare yourself. The next Lara Croft game on PSone – *Tomb Raider: Chronicles* – will be the last one as we know it. In this final game, Lara is assumed dead... until someone discovers one of her items...

Tomb Raider: Next Generation (working title) on PS2 will then see a radical new direction for the series. It's getting much edgier in its themes – Lara's near-death experience has left her a bit messed up, and, as well as getting a whole new look (the classic Lara image as we know it will get much darker, although her final get-up has yet to be decided), her whole attitude will change.

PSM2 RECKONS *You're not going to see the game until next November (that's 2001) at least.*

WHAT PSM2 HAS SEEN SO FAR:

We've entered the 'Next Generation' room at Core Design and seen the new Lara models being manipulated on-screen, as well as sketches of dark, twisted 'themes' Tim Burton would be proud of (we even caught sight of a drawing of Lara in a *Matrix*-style get-up). Adrian Smith of Core promises that they're creating a "shocking new product, rather than an updated *TR* game." It's also undecided whether it will actually use the *Tomb Raider* name – although we believe "*Lara Croft in...*" is a safe alternative.

TOMB RAIDER

"THE CLASSIC LARA IMAGE AS WE KNOW IT WILL GET MUCH DARKER"

PS2 TOMB RAIDER INFO:

1 Episonic (ie. elements and themes within *TR:NG* could inspire other titles...)
2 On-line feature
3 Brand new characters to find and play
4 A closer link with the player's actions and how Lara develops

TO INFINITY, AND BEYOND

Are you sick of allegedly 'free roaming' 3D shoot-em-ups where your craft keeps hitting invisible horizon lines? Well, fret no more, as *Star Wars: Starfighter* features a unique perpetual boundary system – if you can spot an object in the distance, you can fly out to it. Using this technique, we were able to career into the upper atmosphere for over a minute before eventually getting bored and deciding to head back. In truth, there is a boundary but it's set about 20 times farther back than in shooters such as the N64's *Rogue Squadron*. PS2 scores another victory for in-game realism.

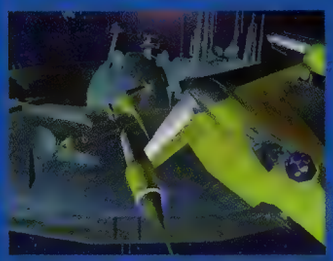
DARTH MAUL

HE'S SOOO EVIL

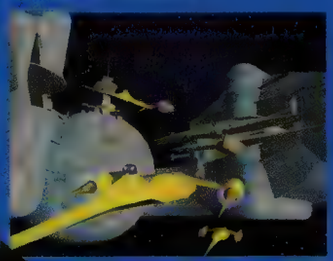
Horned rotter Darth Maul left Episode 1 in pieces – two of them. Episode 2 should feature another Dark Sith (Web rumour: Darth Tyranus), plus the relative of a certain Boba Fett.

THE DEVIL'S IN THE

As the camera zooms in, the detail and magnification just keep on giving. We've never seen anything quite like it – ships have the same fine panelling and intricacies as the hand built plastic models seen in the original Star Wars movies. Look for other fine touches such as co-pilot R2 D2 or the ultra-fine particle smoke effects.



FORMATION FLYING: Fighters emerge in the offensive 4-2-R2-D2 formation.



STELLAR WELDER: You can almost see the panel joins on that scarred old battle cruiser.

EXPECTED UK DECEMBER 2000 JAPAN 2001

STAR WARS: STARFIGHTER

You won't just be playing but *experiencing* the majesty of the Star Wars Universe. *Star Wars: Starfighter* and *Super Bombad Racer* are just a glimpse of what may follow...

DETAIL

LASER SIGHT: You can trace those scything laser beams back to the ship's gun port nozzles.

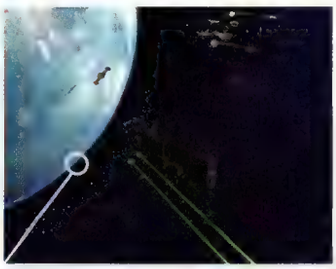
ASSAULT AND PEPPER: The smoke particles look fine enough to sprinkle in your soup.

EXPLODE AND BREAK UP: Accurate targeting helps you reduce the enemy to astro-clutter.

FATAL ATTRACTION: Laser fire reflects off the surface of your ship with menacing beauty.

THE LIGHT FANTASTIC

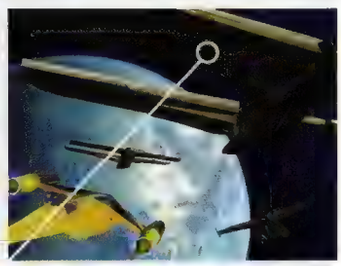
It's becoming a cliché, but the PlayStation 2's lighting effects are truly breathtaking. Just focus on the haunting neon-corona of that distant planet, or lose yourself in a retina-searing swathe of laser fire. But unlike *Fantavision*, those explosions are best avoided.



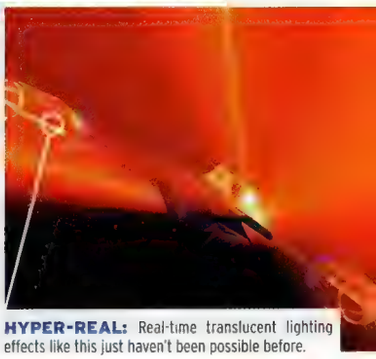
LUNAR-SEE: Astronauts have risked their lives to admire such splendour – you certainly won't.

BEYOND THE STARS: The perpetual horizon system allows dogfighting in outer space.

OVER SPHERE: This is your radar. Smaller targeting and weapon spheres lie left and right.



SHADOW FIGHTER: The underside of those winged fighters is shielded from the moon's light.



HYPER-REAL: Real-time translucent lighting effects like this just haven't been possible before.

STAR WARS STARFIGHTER

INFO
- DEVELOPER
- PUBLISHER LucasArts
- Space Combat
- COMPLETE 65 Percent

ANTICIPATED FEATURES
- Control over 20 highly detailed craft – from speedy N-1 Starfighters to hulking Guardian starships.
- Unique Dual-Analog steering for sharper turns and ultimate close control.
- Learn new flight skills to directly unlock bonus terrains and characters.
- Over 50 enemy ships to combat, across 14 different environments.

As Episode 2 edges closer, LucasArts will be moving sideways from the plot of Episode 1. *Star Wars: Starfighter* will let you control three previously unseen star pilots, in a story set parallel to Episode 1 – although the game still ends with the frenzied assault on the Droid Control ship seen in the first prequel.

Each character will pursue a unique, and initially unconnected, beef with the trade federation, including the third pilot Nym, who emerges later in the game. As the plot unfolds, you'll be switching control between these characters with increasing frequency as their destinies intertwine for the dizzying climax – just like all the great *Star Wars* movies.

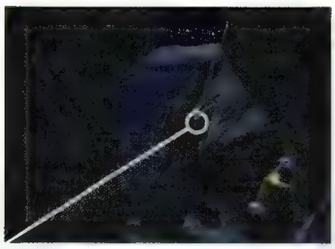
Gameplay wise, we're being promised the instinctive feel of N64's *Rogue Squadron* coupled to the awesome flight dynamics of the PC's *X-Wing* games. It's a bold remit but with the added magic of PlayStation 2, there's a galaxy of reasons to be unfeasibly optimistic. **PSM2**

All being well, the game will be available in December this year.

ROCK SOLID VARIETY

Ever since Luke described the high speed run through Beggar's Canyon and Han Solo weaved a delicate path through a treacherous asteroid storm, we've longed to attempt such a feat first hand... and now we can. The jagged rock faces of a twisting canyon have never looked so solid, or so fatal. Combat will move from interstellar settings to the lush greenery of Naboo, with 14 environments in total.

NABOO SANS TABOO: The developers have held nothing back in recreating the lush rolling hills.



STONY BLOKE: The granite walls are harder and deadlier than a statue of Lennox Lewis.

WING AND NO PRAYER: With PS2, you don't need a miracle to create delicate craft models.

IN THE STUDIO

- **PROJECT MANAGER** Darren Stinnett
- **AI PROGRAMMER** Brett Douville

TEAM HISTORY

This will be the teams first next generation console [illegible] and they claim to have become PS2 experts during its development, the machine's complexity encouraging them to dig deeper. LucasArts are determined to ship the game on time and have drafted in extra help from the programming team on the forthcoming PC title *Obi Wan*.

FOR MORE INFO

www.lucasarts.com

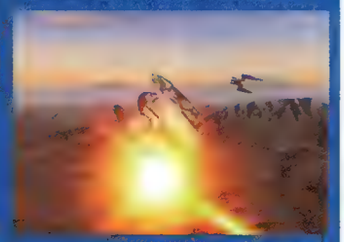
ENVIRONMENTALLY AWARE

The developers are justifiably proud of a new context sensitive environment system, which effectively means that lasers will do more damage the longer they are in flight and explosions will look different according to whether you are in space or the lower atmosphere. Another example of the 'real world' physics potential of PS2.

ROAD RASH: Weapon fire permanently scars the ground, just like this skidding crippled starship.

SMOKIN': Those dust fine particles will both look and disperse differently in the lower atmosphere...

NIGHT OIL: Whereas laser and engine auras gain an oil painted intensity in deep outer-space.



BRIGHT ON ROCK: Laser fire will glow a lot brighter on the sky and rock faces during twilight.

STAR WARS: STARFIGHTER

"IT'S BECOMING A CLICHE, BUT PLAYSTATION 2'S LIGHTING EFFECTS ARE TRULY BREATHTAKING"

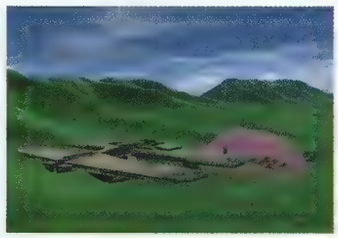
TAKING CONTROL

The three main characters have their own vehicles with distinctive handling capabilities. Plucky pilot Rhys Dallows has one of the speedy yellow Starfighters from Episode 1, armed with proton torpedoes, laser cannons and deflector shields. By contrast Nym, an alien pirate, owns a starship called *Havoc* with powerful bombs, lasers and shielding but with heavier handling. The last character, Vana, has an ultra-fast ship with cloaking abilities. Thankfully, all ships use the same easy controls: the left analogue stick controlling steering, right analogue for pitch and yaw, while L2 and R2 handle speed – there may be a dual steering Expert mode as well.

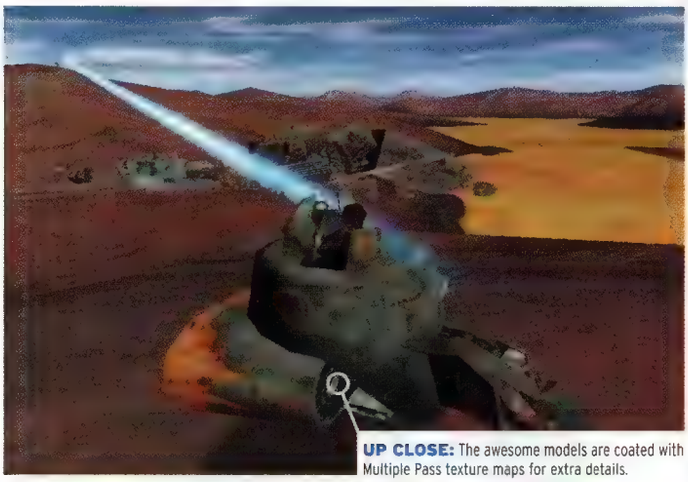
SUNDAY DRIVER: Take one of many previously unseen ships for a leisurely countryside spin.

DOUBLE TROUBLE: This larger starship has lasers and an independently firing gun turret.

BUM DEAL: While one bloke gets a heavily armoured gun turret, the other settles for a seatbelt.



GREEN SHIELDS: Some ships will be clustered and protected by purple party jelly.



UP CLOSE: The awesome models are coated with Multiple Pass texture maps for extra details.

PSM2 GUT REACTION

It's *Star Wars* on the world's greatest console – and it should be awesome. Our enthusiasm is only tempered by the dubious quality of past *Star Wars* console outings – PSone beat-em-up *Masters of Teräs Käsi* was a complete pudding. Early impressions of *Starfighter* suggest an insanely detailed gameworld marred by chuggy update and a lack of action – it's looking more like a photo-realistic scenery generator at the moment. The developers are working flat out to restore balance to the force and create the definitive *Star Wars* blaster.

+ Potentially ground-breaking galactic environments with unrivalled detail and zero pop-up, the intuitive controls and immersive plot can only help.
- Currently poor frame rates, minimal battling and – choke – uninspiring vehicles. Episode 1 had nothing as sexy as the Millennium Falcon or X-Wing. Worse, no two-player mode!

EXPECTED UK / SPRING 2001

SUPER BOMBAD RACER

INFO

- **DEVELOPER** LucasArts
- **PUBLISHER** LucasArts
- **GAME TYPE** Cutesy Racing
- **COMPLETE** 50 Percent

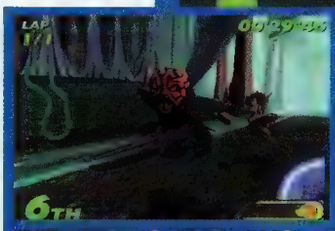
ANTICIPATED FEATURES

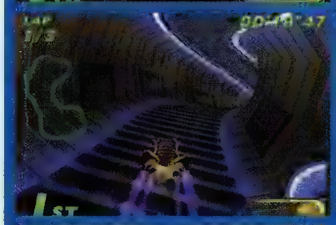
- Nine obstacle packed tracks from Naboo to Tatooine.
- Eight selectable characters with unique vehicle racing physics, including Yoda and Obi Wan.
- Over 25 gadgets and power-ups with special items for each diddy racer.
- Multi-player including Versus, Co-operative and Arena modes.

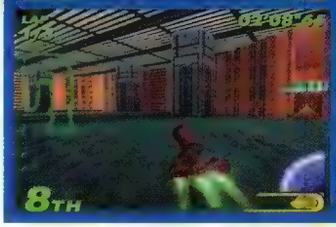
You know you've made it as a gaming icon once you've received the shrinky-dink treatment and been given a kart racing game. Like Mario, Sonic and Crash Bandicoot before them, the *Star Wars* characters are getting all cute on our arse.

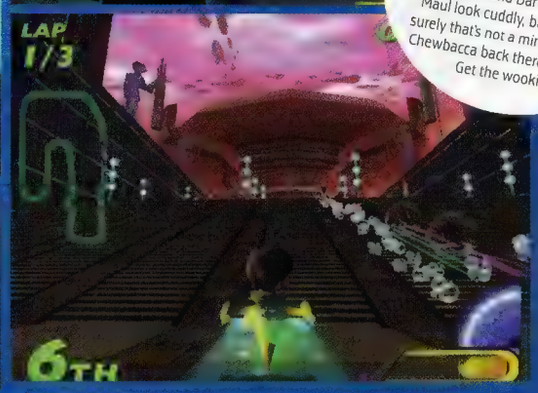
While piloting a pint size Darth Maul around the rooftops of Coruscant sounds appealing, the prospect of a Jar Jar Binks 'tongue attack' might prove a shade too 'hilarious' for most people – maybe next time they'll shrink him out of existence. It's a title squarely aimed at children but the raft of gaming modes and multi-player options might prove fun for all.

LucasArts shouldn't shrink (cough) from the spring/summer 2001 release date.









AMIDALA PORTABLE PORTMAN

Isn't the pale-faced mini-Nathalie cute? Even Yoda and Darth Maul look cuddly, but surely that's not a mini-Chewbacca back there? Get the wookie!

PSM2 GUT REACTION

Most people have played a good kart racer so it will take something special to lift this from the pack – and we haven't found it here yet. However, the genre is new to PS2 and should gel with the intended market. But us older folk will be wishing for something with more bite... wouldn't *Han Solo: Galactic Smuggler* sound better to you?

+ Clean, simple fun.
- Maybe a bit too simple. Like Jar, Jar Binks.

WHAT DOES THE FUTURE HOLD?

Things are unsurprisingly a bit tight lipped at the moment, but you can bet your last federation credit that more than one *Star Wars* game will follow in the not-too-distant future. PSM2 brings you the two latest rumours...

EXPECTED UK / 2002

STAR WARS: ON-LINE

This could ultimately turn out to be the next-generation *Star Wars* RPG recently announced by LucasArts and developer Bioware – famed for the PC's acclaimed *Baldur's Gate* series. It'll be set four thousand years before Episode 1 and focuses on an epic struggle between Jedi and Sith.

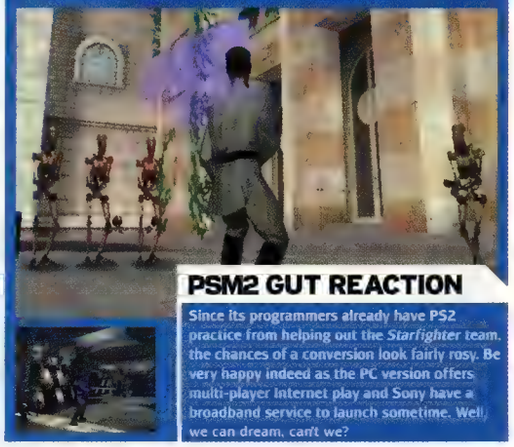
PSM2 GUT REACTION

PS2 is as next-generation as consoles come, so it's fair to expect a release. The excitement factor will depend on the strength of the plot and the possible on-line gameplay revelations. We'll keep you informed.

EXPECTED UK / 2001

EPISODE 1: OBI WAN

This fab looking 3D action adventure game is due soon on PC and is shaping up like a strategic *Unreal Tournament* set in the *Star Wars* universe – superb. Did we mention that it looks brilliant?



PSM2 GUT REACTION

Since its programmers already have PS2 practice from helping out the *Starfighter* team, the chances of a conversion look fairly rosy. Be very happy indeed as the PC version offers multi-player Internet play and Sony have a broadband service to launch sometime. Well, we can dream, can't we?

SHE'S A COMPLICATED LADY

The most intriguing character is the as-yet unnamed knife-flinging woman from the first trailer. Kojima refuses to comment on her role in the proceedings, but we reckon that, like *Metal Gear Solid*'s Ninja/Grey Fox, she's probably a free agent with her own motives for getting involved.

I CAN'T STAND THE RAIN: We can't help getting excited about particle effects. Sorry.

NEW SHOTS!

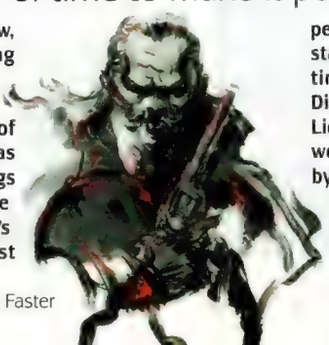
EXPECTED UK 2002 JAPAN 2001

METAL GEAR SOLID 2

The more Konami gives us, the more we want it – but it's some way off. Plenty of time to make it perfect, then.

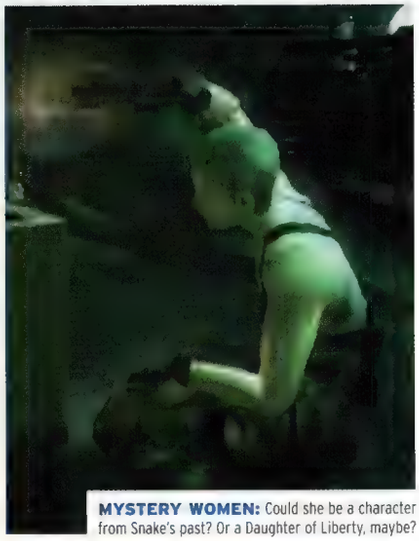
Another gaming show, another tantalising glimpse of PS2's most eagerly anticipated game. The main cause of neck-strain at ECTS was undoubtedly the frequent showings of the brand new three-minute trailer for *MGS2* on Konami's colossal video wall, which most people were happy to stare at in a state close to rapture three or four times over a couple of days. Distressingly, there was no sign of Liquid, Revolver or that blond-haired woman, but there was atmosphere by the sackful. Please be as good as you look, *MGS2*. **PSM2**

Currently slated for a late 2001 release in Japan.



INFO
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Stealth-Action Adventuring
- **COMPLETE** 25 percent

ANTICIPATED FEATURES
- Can be completed without bloodshed, with a tranquilliser gun.
- Totally destructable environments.



MYSTERY WOMEN: Could she be a character from Snake's past? Or a Daughter of Liberty, maybe?

METAL GEAR SOLID 2

ANOTHER BREATHLESS GLIMPSE OF PS2'S MOST ANTICIPATED GAME

SOLID SNAKE

SUPER-FIT GAME STAR

The new video shows that since *MGS*, Snake has failed to quit the fags. When we first see him in the new trailer, he's happily puffing away before breaking into a sprint. He'll be regretting that tab soon...

"Can't wait!"

"Can't speak... drooling... give me now" *Tony Homewood from Kent* loses control after watching the exclusive *MGS2* video, which came with the first issue of PSM2.

"Amazing!"

"I can't believe how much detail Konami have crammed in. We might as well be watching a Hollywood blockbuster!" *Richard Hawkins, via e-mail*

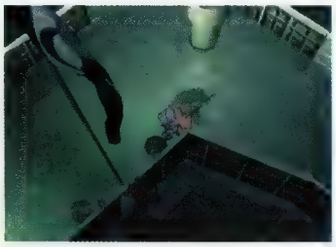
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

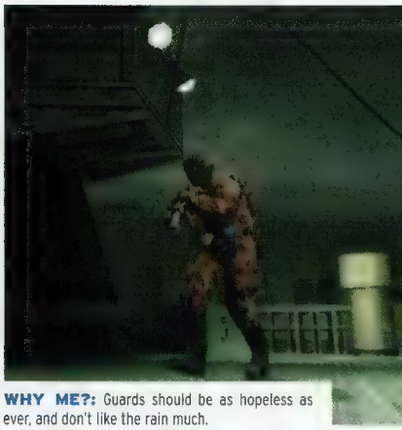
KEEP YOUR HEAD DOWN: Snake has some hairy moments around entire battalions of troops.

BAD COMPANY

Many of *MGS2*'s soldiers will work in teams of four, splitting up and providing cover for each other, but we can't help but shudder a bit when Snake tries to get past a lone guard without alerting them. Or their mates...



HIGH TIMES: The incredible camera angles give you a total over-view of the action.



WHY ME?: Guards should be as hopeless as ever, and don't like the rain much.

IN THE STUDIO

- **WRITER/ DIRECTOR** Hideo Kojima
- **CHARACTER/ MECHANICAL DESIGN** Yoji Shinkawa
- **ASSISTANT DIRECTOR** Yoshikazu Matsuhana
- **MUSIC COMPOSER** Harry Gregson-Williams
- **CO-SUPERVISOR** Takashi Mizutani
- **MOTION SUPERVISOR** So Toyota
- **MILITARY ADVISOR** Motosada Nori
- **SOUND DIRECTOR** Kazuki Muraoka

TEAM HISTORY

Kojima-san joined Konami as a game planner in 1986. Apart from the *Metal Gear* series, he's also worked on the hugely under-rated *Snatcher*, a Blade Runner-inspired adventure showing elements of the intricate plotting that's since become a Kojima trademark. Harry Gregson-Williams has worked on The Rock and Enemy of the State.

HOW THE NEW MGS2 TRAILER RUNS...

- Things get off to a slow start with a panoramic shot of a suspension bridge in a gloomy, wet dusk. 'Can't Say Goodbye To Yesterday' plays mournfully in the background while cars rush past, headlight glare intensified by the pouring rain.
- The camera spots a lone figure shuffling along in a rain-drenched mac as the traffic flies by. If that's Snake, he's gone down in the world since we last saw him.
- As if there was any doubt, we get a glimpse of *that* unshaven chin and a lit fag dangling from a partly hidden downturned mouth.
- Suddenly, he springs into action, flinging off his coat and sprinting along the bridge as his stealth-suit kicks in, leaving him little more than a shimmery outline. The hairs on the back of your neck start to prickle...
- ...And suddenly, he's airborne, diving off the bridge towards the boat below with nothing but a thin wire to support him. Kojima-san's clearly been watching Bond in *GoldenEye*.
- This, then, is how Snake gets onto the boat, rather than teleporting in Terminator-style as some suspected. Those flashes of electricity around him were a stealth-suit malfunction, see?
- The music ramps up and it's straight into a medley of action clips. The highlights? Try Snake nipping quietly behind a roomful of guards watching – cheekily – the *Z.O.E.* trailer, or possibly a gunfight in what seems to be a newsagents, sending magazines and newspapers flying with pages rustling.
- Finally, the particle physics get a workout as Snake crashes through a window and shoots up an ice-bucket in yet another pitched battle. Incredible.

TORCH ME, I'M SICK: Apart from being stunning, the light effects play a crucial part in the game.

PSM2 GUT REACTION

The new brief trailer's not as well constructed as the last one, certainly, but it still effortlessly managed to be the most exciting thing at ECTS. It didn't reveal anything new about the plot – Who *is* that woman? How can Liquid be alive? – and speculation seems to be nearing fever pitch.

+ It's already redefined ideas of how realistic and cinematic games can actually be.

- It's still a long way off – could all this excitement evaporate?

total

Football

ON SALE NOW!

Exclusive interview!

Kevin Phillips

Can Sunderland's 30-goal-a-season striker do it again?

Plus!

interviews with

Stuart Pearce
Lee Sharpe
Peter Taylor
Gary Kelly
Nigel Winterburn
Paul Rideout
Russell Latapy
Cardiff City FC

GET OFF MOI LAND: Be prepared to run through the hurdles to begin with.

EXPECTED UK LAUNCH DAY!

ESPN INTERNATIONAL TRACK & FIELD

The classic finger-crippler gets a PS2 makeover. You might recognise the game, but now it looks beautiful.

Daley Thompson, eh? As well as having the most recognisably moustached face in sport, he almost single-handedly wore down the thumbs of an entire generation by lending his name to the original multi-event button-pounder. And now Konami are carrying on the tradition with their competitor to official license *Sydney 2000*.

While the gameplay's decidedly basic, the graphics backing it up are nothing of the sort, with even the Freestyle Swimming effects easily outclassing the likes of the entirely water-based *Surfroid* (see pg98). All the classic events – including the evergreen, but vicious, 100m Sprint – are here, as well as a few pleasant surprises. Break out the Savlon and get ready for some nostalgia. PSM2

Will Olympic fever have worn off by November?

TRACK FIELD

INFO
- **DEVELOPER** KCEO
- **PUBLISHER** Konami
- **GAME TYPE** Sports
- **COMPLETE** 90 percent

ANTICIPATED FEATURES
- 12 events, from Sprinting to Rhythmic Gymnastics.
- Simultaneous 4-player mode using the PS2 MultiTap 2.
- Motion-captured animation from real athletes

ON YOUR MARKS

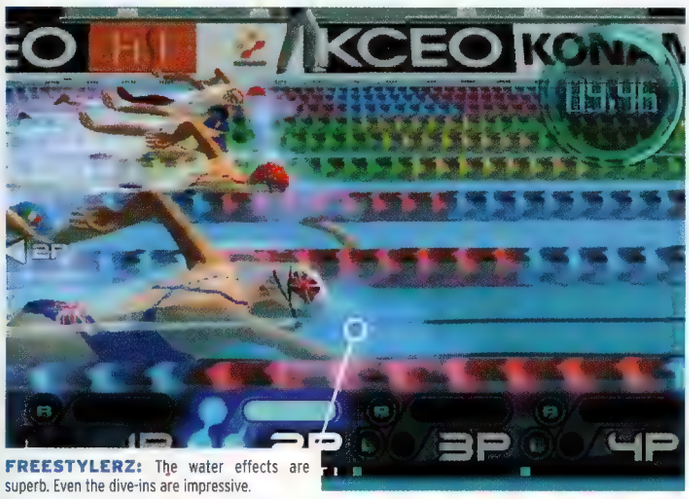
While the 100m Sprint has all the joypad-hammering you'd expect and the Long Jump adds little more than a timely button press to the equation, the rest of *ITF*'s range of controls are nothing short of inspired. Skeet Shooting involves some nimble use of the analogue levers, and the Rhythmic Gymnastics system can be used with the *Dancing Megastage* pad.

PUMP IT UP: Two players reducing the life-span of their D-pads is as good as it gets.

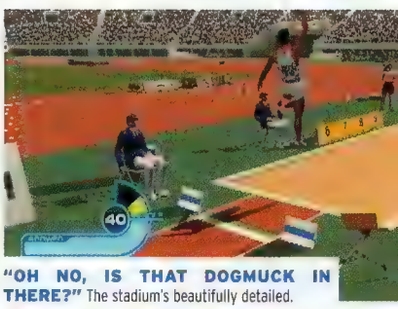
I SAID, GET OFF MOI LAND: It might play like *Duck Shoot*, but it doesn't look like it.

THE MAIN EVENT

ITF will include 12 events, although the version we've been playing is missing the Hammer Throw and High Jump. Pleasingly, EA have ignored the traditional likes of the Triple Jump in favour of more eclectic choices such as the hugely entertaining High Bar.



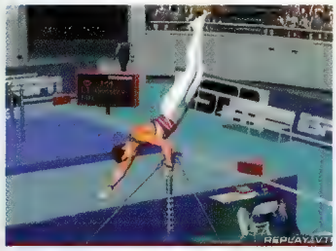
FREESTYLERZ: The water effects are superb. Even the dive-ins are impressive.



"OH NO, IS THAT DOGMUCK IN THERE?" The stadium's beautifully detailed.

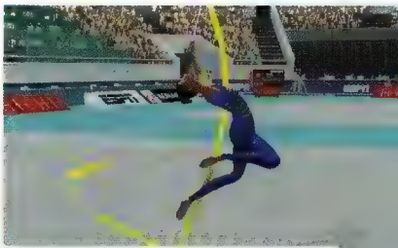
ARSE, PUSH IT: Camera angles give you a real in-action feel to the events.

AXLE ROSE: The realistic motion-capture gives lamer games, like Weight Lifting, a new dimension.



LUCKY GYM: The Horizontal Bar lets you live out those lycra and chalky-handed fantasies...

CHASE ME: The mechanics may not've evolved, but the movement is Olympic standard. Nice one, Maurice.



VIB RIBBON: More Bemani madness, even here. *Dance Dance Revolution* goes for Gold. Gawd 'elp us.

ESPN INTERNATIONAL TRACK & FIELD

"WHILE THE GAMEPLAY'S DECIDEDLY BASIC, THE GRAPHICS BACKING IT UP ARE NOTHING OF THE SORT"

VAULT-METER: Odd sport. But it's heart-warming when you get it right.

"OH DEAR..." More emphasis on two-player racing might have been an idea.

NICE ARROWS: The Rhythmic Gymnastics mode throws up a big move for you to end on.

"DAMN GIANT PENCILS": PS2's graphical power gets you up-close to every grimace.

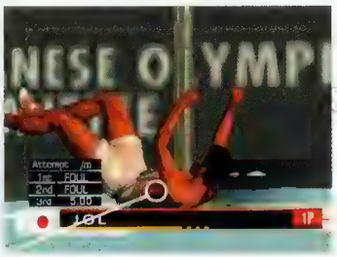
BRITNEY'S SPEAR: Animated crowds and some spot-on sound give *ITF* real atmosphere.

GLAD TO BE CLAY: The cut-scene animations are some of the best we've seen.... and those details!

WIN SOME, LOSE SOME: Some events take a while to get used to. As you can see...

HIGHS AND LOWS

Share the elation of a gold medal or the horror of a double false start with ITF's array of post-event antics. Enjoy those facial expressions and laugh at those blokes scampering towards an airborne javelin. Marvellous.



MEDAL OF HONOUR: Victories mean over-the-top histrionics...

I'M A LOSER, BABY: While the flat-footed weep all the way back to the day job.

POETRY IN MOTION

As well as some lovely cut-scenes depicting athlete's delirium at shattering a record, or winning Gold, there are some great scenes of athletes stretching and psyching themselves up before the events.

"YEAH, I'M OVERJOYED": As well as the surly French, there're great celebrations from the showy Americans and the perpetually surprised British.

MAURICE GREEN

MR QUICK

The 100 metre World Record holder has joined other athletes - including two-time Olympic Bronze medallist Ato Boldon and US Pole-Vaulting champion Jeff Hartwig - in providing motion-captured movement for the game....

PSM2 GUT REACTION

Apart from the God-awful Frosties-standard intro music – "JUMP higher, RUN faster..." – the version we've been testing out is good fun, and had everyone clamouring for a go. The animations are fluid and the variety of events kept us amused for a good hour or so. Not sure about its long-term prospects, though.

+ Top nostalgic mini-game action. Perfect for shouty fun with friends.
- It might feel a bit disjointed, and we can't see it having much one-player appeal.

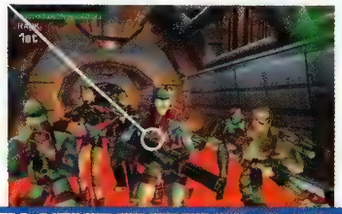
DEATHMATCH DISCO!

Deathmatches: the meat and two veg of shoot-em-ups. The awesome PC duo of *Quake 3* and *Unreal Tournament* focus exclusively on such plot-free blasting action. *TimeSplitters* won't disappoint, offering over 18 arenas and a host of tweakable options. You'll be able to mix and match weapons and characters from the game's three time zones. Look out for Egyptian mummies with sci-fi rapid-recoil grenade launchers.

LOOK AT THE GATS ON HER: The minigun is one of the more devastating weapons.

COOL HEAD: You can blow this zombie's head clean off but he'll still keep on fighting.

WRONG TURN: Without serious weaponry, the chances of being fragged here are alarmingly high .



HANDS UP: He can shield himself from the glare, but that minigun's a different story.

EXPECTED UK LAUNCH

TIMESPLITTERS

It's an orgy of bullets, lasers and pulsating pyrotechnics. *TimeSplitters* takes on the first-person big boys, and make it fun to blow away your friends again.

The latest version of this action-packed shooter has just arrived, replete with spanky multi-player modes. The new Co-operative mode won't slow, but double, the already ludicrous levels of carnage.

To recap, *TimeSplitters* is the first PS2 game from former *GoldenEye* programmers, Free Radical Design. The stealthy spy-based content has been replaced by an all guns blazing slug-fest, in a wild universe of lo-fi comic book hoods and monsters. The on-screen action is so intense, you'll be mixing it up with almost 20 gun wielding foes at once – like a fireworks show at a strobe-lit roller disco.

The one-player story still needs work, but the promise of four-player Deathmatch action should be worth the asking price alone. **PSM2**

The game is being promised for a UK launch day release. Be happy.

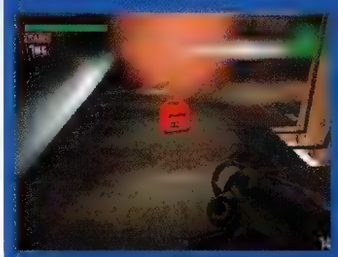
INFO
- **DEVELOPER** Free Radical Design
- **PUBLISHER** Eidos Interactive
- **GAME TYPE** First-person Shooting
- **COMPLETE** 85 Percent

ANTICIPATED FEATURES
- Over 30 weapons from tommy guns to gas launchers
- Four player split-screen mode
- Multi-player modes including Deathmatch and Last Stand
- Two-player Co-operative action
- Easy to use Level Editor for personalised battles

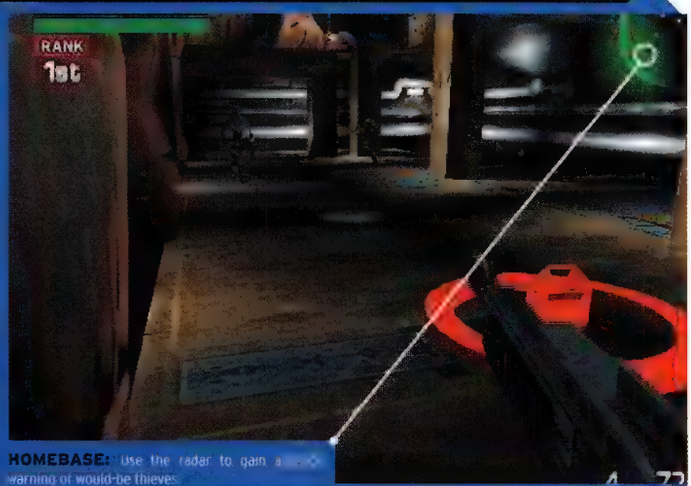
CUT AND RUN: Enemies attack with hand-held weapons as well as the shootin' kind.

HANDBAG HOUSE

Free Radical have trademarked a new innovation in multi-player gaming called Capture the Bag. And, surprise, surprise, its just good old Capture the Flag with, you've guessed it... handbags. The craziness! Pick a team colour, and rush around like caffeine-fuelled Rambos trying to return the damn thing to your base and score points. Regardless of premise, its frantic fun from beginning to end .



LITTLE RED BAG: All this fuss over one little carry case. It's not even Prada.



HOMEBASE: Use the radar to gain a ... warning of would-be thieves.

LAST GASP: ... shimmers red as you approach your last breath....

AGAINST ALL ODDS: Your health bar will plummet as the enemy horde ...

A ROCK AND A HARD PLACE: Squeak in a long range shot between the rocks.

TAKE IT SLOW

On the very rare occasions when the action slows down, why not grab the chance to find a fortified vantage point, snuggle down with a mountain of ammo and pick off your foes one at a time? Boring, but chillingly effective. Like Italian football.

HIGH LIFE: You can check your enemies comings and goings, and stay out of harms way.

GLASS 'EM: Don't wait for the window to open, pick 'em off through the glass. It's fun.

CHOOSE YOUR PARTNER

There are over 60 playable characters spanning three distinct and quite deranged historical periods. Expect swashbuckling Egyptian tomb raiders, '70s pimps and badass 21st century cyborgs. There's also a special secret duck, for all those Howard and Daffy fetishists. The heroes will be united in a quest to vanquish the evil *TimeSplitters*, a nasty group of blokes from a shadowy dimension at the other end of time. Someone, call the sanity police....

SILVER SERVICE: This cyborg butler swaps serving plates for scythes.

CYBER DOLLIES: Beware the laser wielding independence of tomorrow's woman.

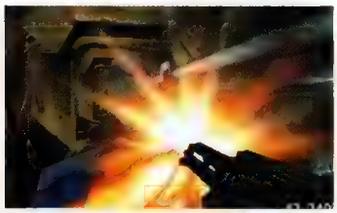
FOUR GET YOU: This is how *TimeSplitters* deserves to be played. It's built for manic action.

INTERIOR MOTIVES: With your back to the wall you might even get to enjoy the level's decor.

FUNKY UNDEADS: The levels get crazier as you battle, *RE*-style, with decomposing foes.

BLOOD ON THE DANCEFLOOR

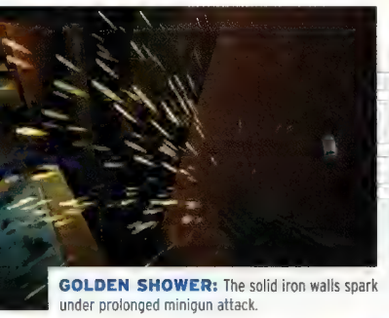
If you can't make an omelette without breaking some eggs, then you certainly shouldn't expect to stroll into an Uzi-fuelled gang war without the occasional spillage of claret or chipped mantelpiece. If a stray bullet grazes the wall paper, *TimeSplitters* will show it. ...



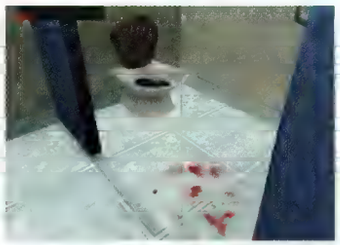
MOUTH OF PAIN: A minigun in the face? *Ooh.* Never mind that - look at that flare from the muzzle.

SCORCHIO: See how the metal is scorched and marked by Uzi fire. Nice ricochets too.

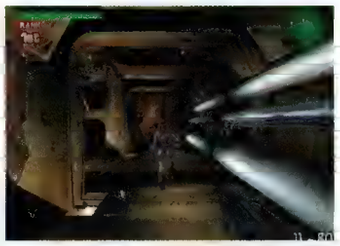
POSTER PERFECT: The attention to detail extends to the perfectly worded bill posters.



GOLDEN SHOWER: The solid iron walls spark under prolonged minigun attack.



ROUGH NIGHT: The blood of your foes will spoil the lino. Now, who's going to clean that up?



THE BOUNCER: You can follow the path of your bullets from wall to wall.

TROUBLE GLAZING: Shattered glass looks eye-rubbingly realistic - just notice how it's cracked.

IN THE STUDIO

- **HEAD OF SOFTWARE**
- **DESIGN**
- **MUSIC**
  Graeme Norgate
  ART
  Karl Hilton
- **ARTIST**
- **LEAD PROGRAMMER**
  Hasit Zala

TEAM HISTORY

The team are keen to sell the game on the premise of solid gameplay, not gore, but their favourite in-game weapons are the plasma ball gun, shotgun and minigun.

They want the controls to be fully definable, movement currently belongs to the analogue sticks with the triggers used for firing. The game's publisher, Eidos, want the game to feel like a 'toybox' - every element within it should just be completely fun, which is why they've concentrated on creating an action game rather than a story-driven title.

FOR MORE INFO

www.freeradical.com

TWO TO TANGO

Two players games needn't be competitive, *TimeSplitters* allows for co-operative play in both Arcade and Story modes. You'll be fighting over the best weapons, so it's just as well you'll have the option to stop your bullets hitting each other.

TIME OUT: One player gazes out of the window, the other gets a kicking.

WHAT ARE YOU LOOOKIN' AT: Get eyeball-to-eyeball with your partner.

SECOND SIGHT: The same problem from different perspectives - pick targets strategically.

ON THE REBOUND: You can see player one's bullet trail from player two's viewpoint.

STEP... ROLL... AND JUMP!

Don't expect the enemies to wander blindly into your sights. They'll roll, duck and use barrels and walls for cover. Conversely, they've got a nasty habit of getting in each other's way, making life easier. One thing's for sure – like *Doom*, there can be a lot of them in one room...

IT'S THE MAGIC NUMBER: Enemies attack in threes to spread your line of fire. C-l-e-v-e-r...

ROUND THE BEND: The shovel-headed mutants wait around the corner for things to kick off.

LINE UP: The alien hordes adopt a staggered formation to draw your fire. Intelligent buggers.

DOWN AND OUT: Bad guys duck behind crates and use smoke for cover.

SNEAKY OIT: The smarter computer 'bots will stalk you from on high.

ZOMBIE ROZZERS?: Each location in time gets its own very special enemy type to deal with.

STYLE 'N' FORM

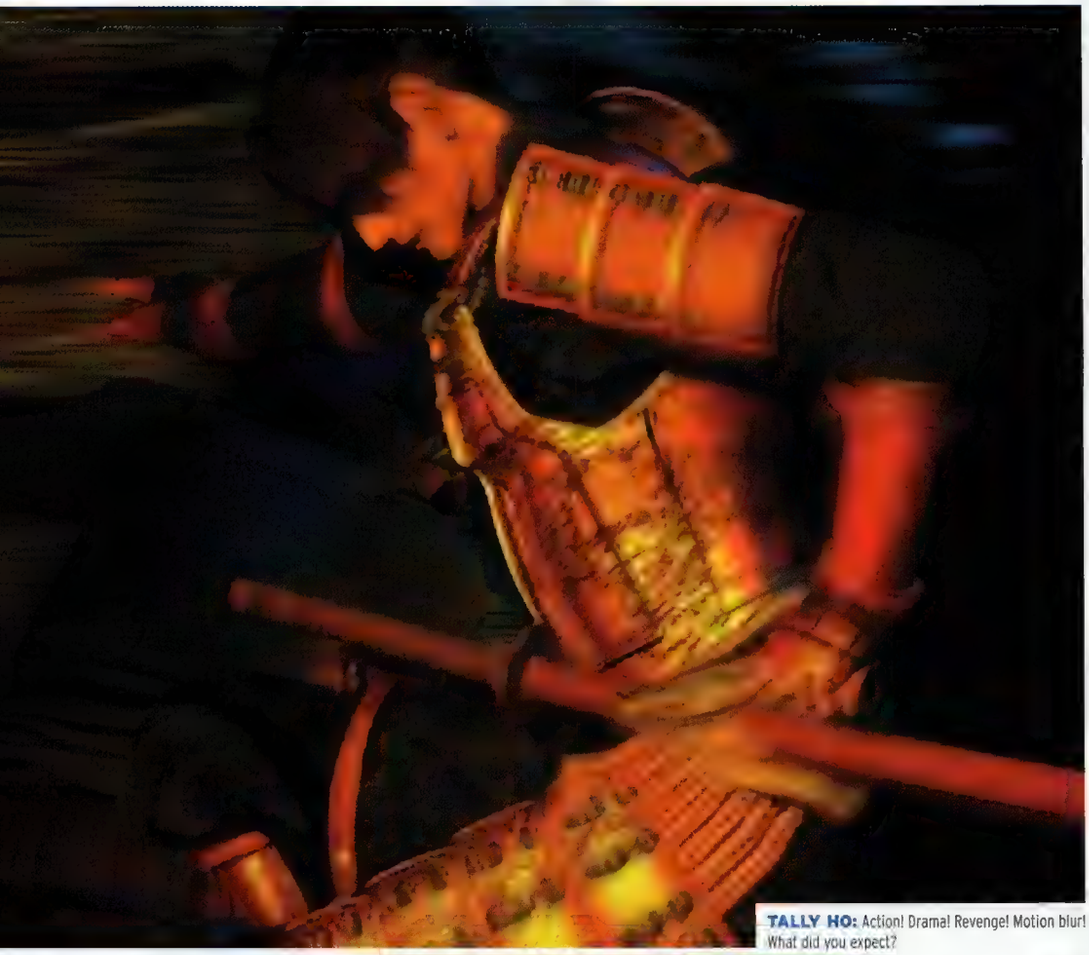
THE GOOGLY 'SPLITTERS BODS...

Much has been made of the stylised artwork that makes up the characters. From the voluptuous to the deranged, *TimeSplitters* has got 'em all.

PSM2 GUT REACTION

The Co-operative mode lends the game added depth and a buddy-buddy atmosphere, and everything moves very fast indeed (perhaps too fast for you to feel satisfied about your conquests?). The intensity of the Deathmatches verges on the mesmeric and would benefit from extra moments of stealth. If the Level Editor and four-player matches deliver, we've certainly got a winner on our hands.

+ Satisfying carnage with huge guns and groovy characters. At 60fps...
- Upsettingly intense, the token story fails to build attachment.



TALLY HO: Action! Drama! Revenge! Motion blur! What did you expect?

MORTAL COMBAT

One of the most obvious departures from *Resi*-style gameplay is that, rather than frantically popping caps at the waves of oncoming zombies from a distance, you'll be taking the fight to them, courtesy of a three-foot katana. As well as a variety of slashes and an evade button, there are some pleasant tactical elements – for instance, slicing through a rope supporting a pile of logs to drop them on the undead hordes.

SMASH IT UP: Scenic interaction should mainly take the form of breaking things.

EVIL DEAD: Not many bad guys on-screen at once, which is disappointing.

EXPECTED UK MARCH 2001 **JAPAN** LATE 2000

ONIMUSHA

Capcom take their undead expertise back into Japan's dark past. Look out zombies, we is about to get feudal on yo' ass. If that's alright with you.

Zombies, pre-rendered backgrounds and a script from Flagship, otherwise known as the team behind *Resident Evil 2* – *Onimusha* is a survival horror with samurai... isn't it? Well, sort of. Capcom want you to call it an 'epic adventure', which is understandable, as it's their most expensive game ever.

Like this month's *Dynasty Warriors 2*, the action takes place in a semi-historical setting, based around the civil wars of 16th century feudal Japan. The departure from reality comes in the form of the title character – Onimusha translates as 'Devil Warrior' – who carries around a magical demon's head to shield himself from harm. More promisingly, he can use two weapons at once. Start the mayhem... **PSM2**

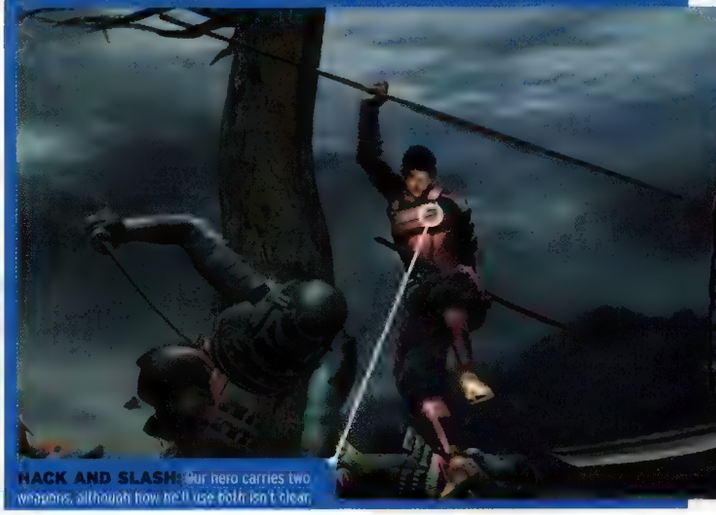
The fuss about Dynasty Warriors 2 *and* Kessen *should have died down by the time* Onimusha *hits these shores.*

INFO
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** 3D Adventure
- **COMPLETE** 60 Percent

ANTICIPATED FEATURES
- Action-based puzzles involving scenic interaction – roll the cannon down the hill to smash the wall, that sort of thing.
- Soundtrack provided by a 250-piece orchestra.

IN THE BEGINNING

The much-touted intro movie sets the tone beautifully. There's a moth fluttering above a candle and a hint of soft-focus romance... then a steel-toecapped boot crushes a maggot-ridden skull. A menacingly chortling villain gets an arrow in the throat, and legions of undead warriors stomp about looking surly. Stirring stuff.



HACK AND SLASH: Our hero carries two weapons, although how he'll use both isn't clear.

CAPCOM SPEAKS TO PSM2

We cornered our insider at Capcom and brandished spears at him until he answered our questions. No, not really.

WHAT SORT OF RESEARCH HAVE YOU CARRIED OUT IN THE DEVELOPMENT OF ONIMUSHA?

The game is based around historical fact. Where we've added our own characters, the tale still maintains degrees of realism. Nobunaga Oda the evil warlord and Yoshitatsu Saito, brother to the kidnapped princess in the game, did actually exist.

THE EMOTION ENGINE LETS DEVELOPMENT TEAMS INCLUDE AN UNPRECEDENTED LEVEL OF DETAIL IN THEIR GAMES – WHAT KIND OF VISUAL EFFECTS CAN OUR READERS EXPECT TO BE EXCITED BY IN ONIMUSHA?

We are using using an average of 10,000 polygons for each character. Also, we are introducing background animation technology for a high level of realism – gamers are going to be able to see the wind rustling through trees, clothing and hair.

CAN YOU EXPLAIN A LITTLE ABOUT THE COMBAT SYSTEM?

The combat system uses wind, fire and thunder gems to cause an elemental effect on the player's weapon. Samanosuke can then use these effects to inflict heightened damage.

ONIMUSHA COMES FROM THE SAME COMPANY THAT UNLEASHED RESIDENT EVIL ON THE WORLD, SO COMPARISONS BETWEEN THE TWO GAMES WILL BE INEVITABLE. WHAT INNOVATIONS WILL ONIMUSHA BRING TO THE 'SURVIVAL HORROR' STYLE OF GAME?

Onimusha is not a 'survival horror' in the same way as *Resident Evil* or *Dino Crisis*. It's a game that really defies categorisation – it can't be grouped into one perfectly fitting genre.

IN THE STUDIO

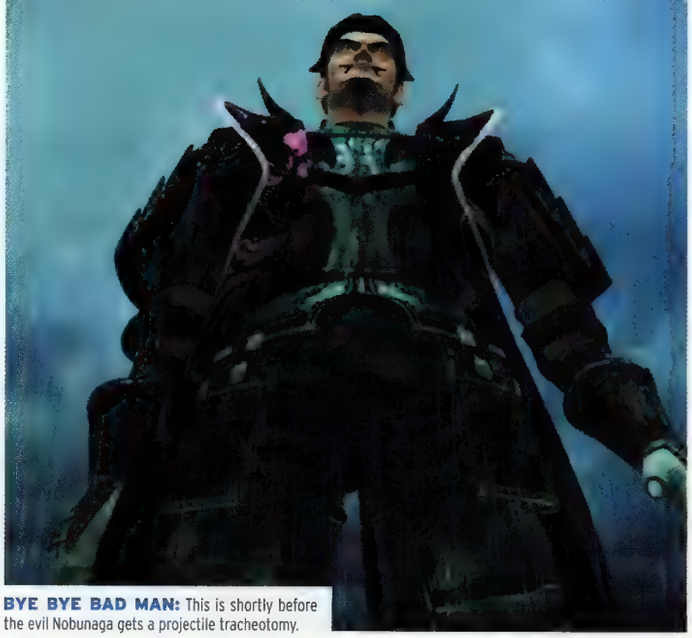
- **EXECUTIVE PRODUCER**
  Keiji Inafune
- **SCRIPT**
  Flagship

TEAM HISTORY

Lead character Akechi Samanosuke is portrayed by famed Japanese actor Takeshi Kaneshiro, who provided the motion-captured movement for the character as well as his voice. Talented chap that he is, Kaneshiro also lent a hand in designing Onimusha's boss characters.

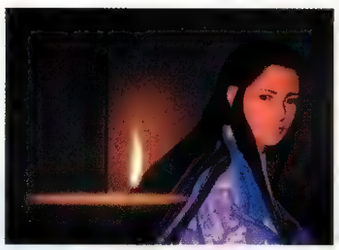
FOR MORE INFO

www.capcom.com



BYE BYE BAD MAN: This is shortly before the evil Nobunaga gets a projectile tracheotomy.

EYE FEEL AWFUL: Dynasty Warriors' bloodless battles can't prepare you for this.



CANDLE IN THE WIND: Princesses, apparently, are never pig-ugly.

EASY RIDER: Nice animation on the horses, as well as the people

STOP RIGHT NOW, THANK YOU VERY MUCH: Guards, eh? They never learn.

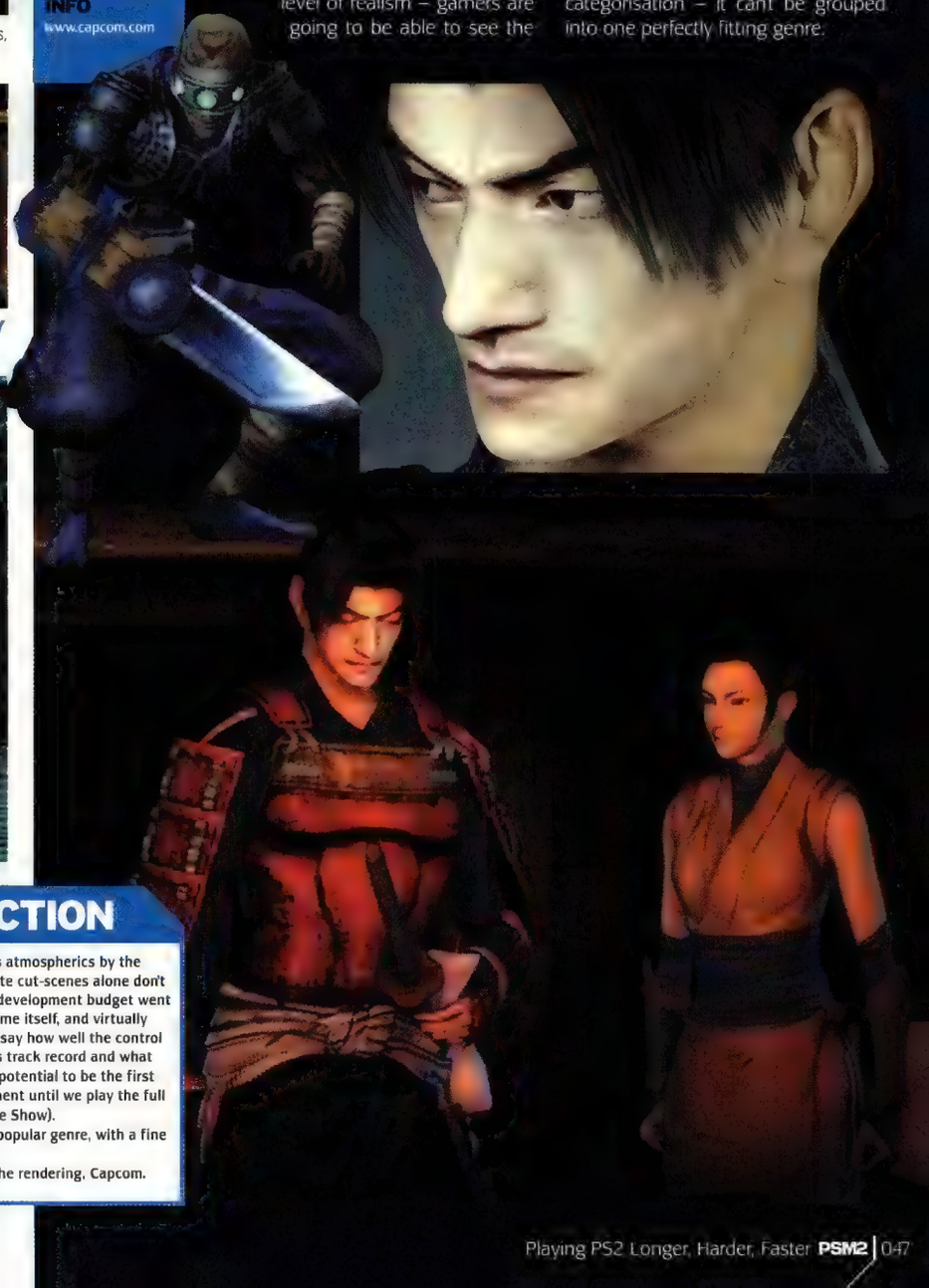
SAMURAI KEBAB: The unrelenting brutality of the battles is very Hollywood.

SNAKES IN THE GRASS: Look out for realistically moving in-game foliage.

PSM2 GUT REACTION

Onimusha looks undeniably cinematic and has atmospherics by the bucket. However, we'll say it again – five minute cut-scenes alone don't make a good game, so let's hope some of the development budget went elsewhere. We've seen precious little of the game itself, and virtually nothing of the enemy AI in action, so we can't say how well the control system copes with combat. Based on Capcom's track record and what we've seen so far, *Onimusha* certainly has the potential to be the first truly great PS2 game, but we'll reserve judgement until we play the full version (hopefully at this Autumn's Tokyo Game Show).

+ An intriguing plot, impressive visuals and a popular genre, with a fine team to back it up.
- Please concentrate on the game instead of the rendering, Capcom.



JUST THE TWO OF US

Our only misgiving about the otherwise superb SSX is that it won't support four-player action, which could have given it that rare touch of multiple grudge-settling genius.

EXPECTED UK LAUNCH DAY!

SSX

As fun as racing through vast swathes of snow is initially, it tends to get a bit boring. Cue some nifty lateral thinking from EA – they've simply slung reality out of the window.

WHEN PUSH COMES TO SHOVE: Tap the right analogue stick to give player two a slap.

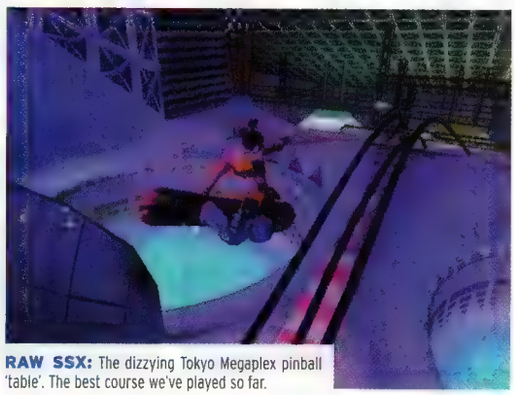
This radical approach could easily have gone horribly wrong, but sceptics might do well to play the Tokyo Megaplex pinball table course. The pre-game overhead shot reveals the primary-coloured bumpers, ramps and flippers making up the course, and then you're flying over the horizon, frantically weaving around obstacles and making a noise that sounds suspiciously like 'Jeeeeeesssus...' For more in-depth play, try pulling off some of the reasonably challenging tricks – it's easy to get back on track if an over-zealous leap sends you hurtling off, say, a half-completed bridge. Great stuff. **PSM2**

We've recently played a near-finished version, and it's definitely on course for the UK launch of PS2.

INFO
- **PUBLISHER** EA
- **DEVELOPER** EA Canada
- **GAME TYPE** Sports
- **COMPLETE** 95 Percent

ANTICIPATED FEATURES
- Eight international racers with different attributes, including Alpine, Boardercross and Freestyle racers.
- Three gameplay modes – Race, Show-off and Freeride – as well as a championship season mode.
- Seven courses, eight circuits and a bonus course.
- Breakbeat soundtrack from Rahzel and the Beastie Boys' mate, Mix Master Mike.
- 2 player split-screen mode.

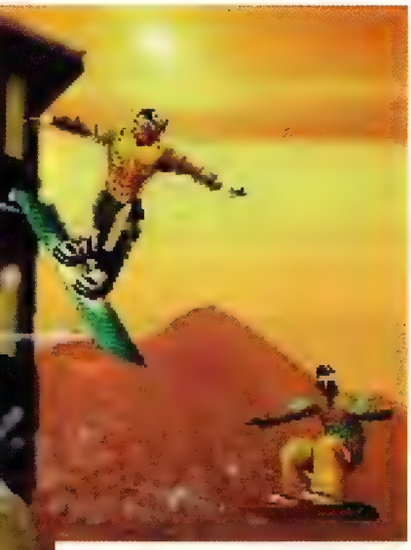
BOARDER, CROSS: Indulge in a spot of mid-air slapping to send your rival over the edge.



RAW SSX: The dizzying Tokyo Megaplex pinball 'table'. The best course we've played so far.

VERTIGO-GETTER: Games really are better than the real thing, where this would kill you.

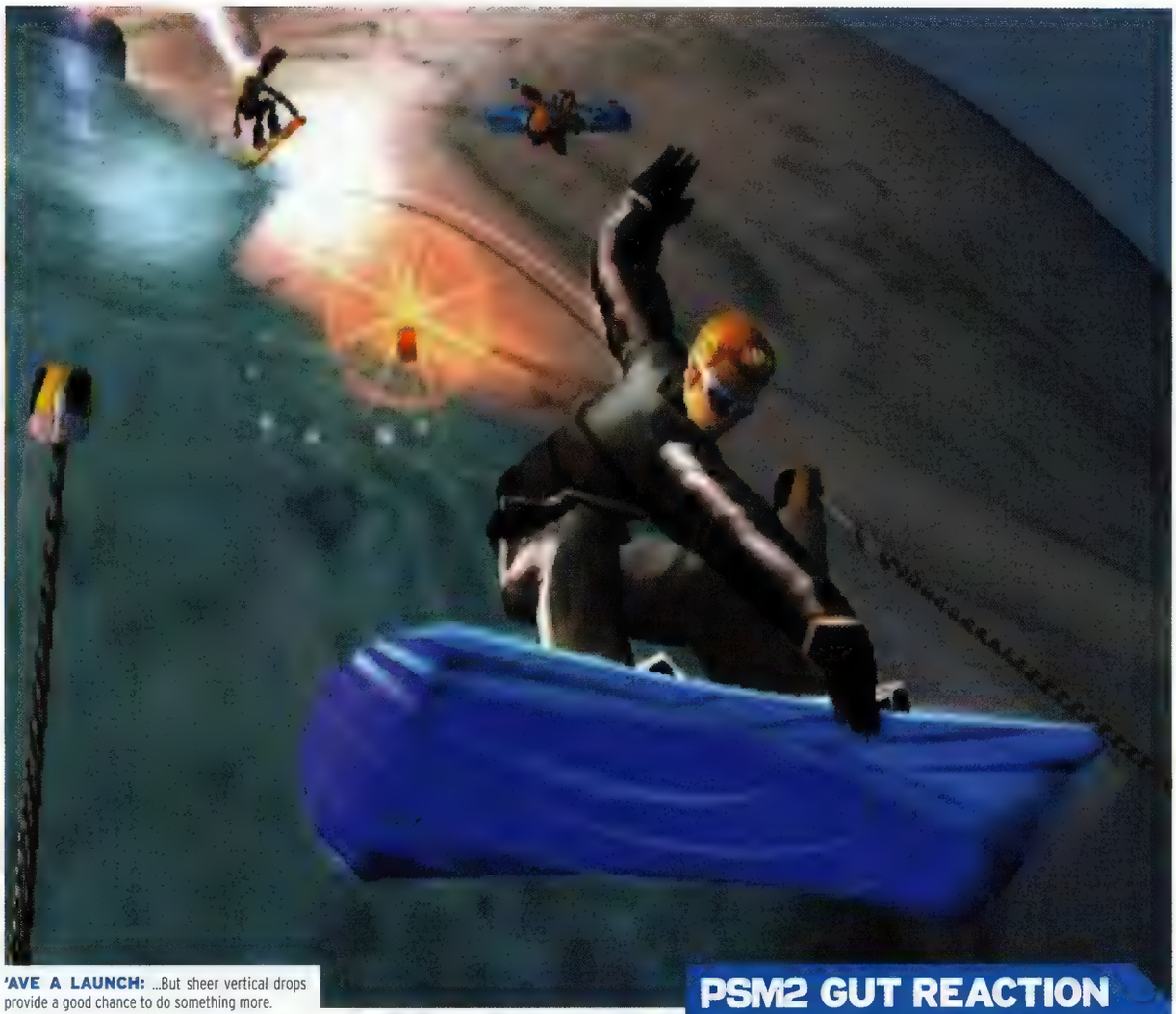
SUNSET STRIP: PlayStation 2 games legally *must* include sun glare. Fact.



TRICKSTYLE

The learning curve for tricks is impressive – the shoulder buttons handle board grabs, while D-Pad-executed spins require a fair amount of air to pull off. One of our team managed a flawless back-layout into a board-grind, but then he got all cocky and slammed face-first into a canyon wall. Funny.

HANG ON: Board grabs barely need any air for you to execute them...



'AVE A LAUNCH: ...But sheer vertical drops provide a good chance to do something more.

PSM2 GUT REACTION

Everything about *SSX* just feels *right*, from the satisfying 'shhhh' noise of gliding through snow to the tooth-threatening, screechy grating when you're sliding across glass. As far as we're concerned, any game that lets you shout abuse at player two, blurt out slogans while airborne and wince in mock pain on the collisions has to be worth playing.

+ Barring some horrible oversight, this is going to be one of the fun-monster titles available in the launch line-up.
- How impressive will its long-term appeal be? Now *that's* a question...

THE BOARD SQUAD

SSX's characters are the usual crew of muscular jocks and kooky girls. Hurrah, though, for Zoe, who injects a bit of humour into the proceedings by politely suggesting that you don't pick her.

BUTTER WOULDN'T MELT: If you believe games; cute girls are the best at everything.

DUCKING AND DODGING: Moby tears up courses like a buzz-saw. It says here.

RIOT GRRRL: Zoe is the 'sassy' member of the group, and, ahem, our favourite character.

SCENIC INTERACTION

Rather than being punished for straying off-course, SSX lets you wander off and break things. It's possible to leap over barriers and nearly land in the crowd, and after you smash through one glass window, you'll be aiming for all of them.

SLIDERS: Apparently, you can do snowboard grinds in real life. None of us have though.

PACK MENTALITY: It all gets a bit hectic near the start, but any stragglers soon catch up.

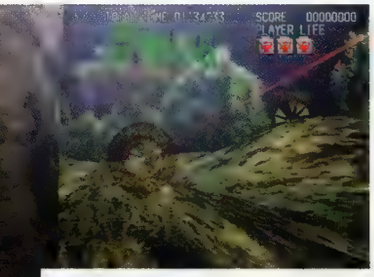
HAPPY TRAILS: The 'boarders leave snow flying in their wake – a subtle, but wonderful effect.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

NIGHT SIGHT FEVER

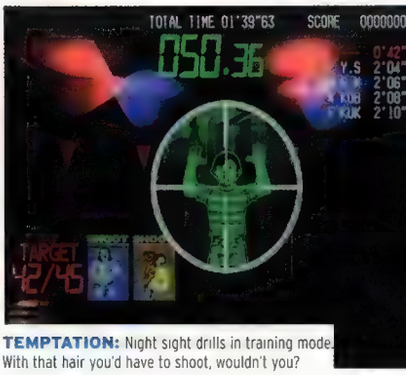
This night raid on the terrorist's hideout seems straightforward enough once you discover the advantage of having low-light amplification equipment, but those pesky terrorists are a canny bunch. Once alerted to your presence they make up for their own lack of posh green technology by lighting and throwing flares which temporarily dazzle leaving you vulnerable to attack. Accuracy is key, one miss and they roll out the flares like it's 1973.



MELLOW YELLOW: Yellow circle surrounds on terrorists means they are alerted to your presence.

STAYING ALIVE: In an effort to distract, some victims resort to dancing like loons. Except they don't.

ROLLING INTRO: As the camera brings you into the level, hidden terrorists are identified.



TEMPTATION: Night sight drills in training mode. With that hair you'd have to shoot, wouldn't you?

EXPECTED UK LAUNCH DAY!

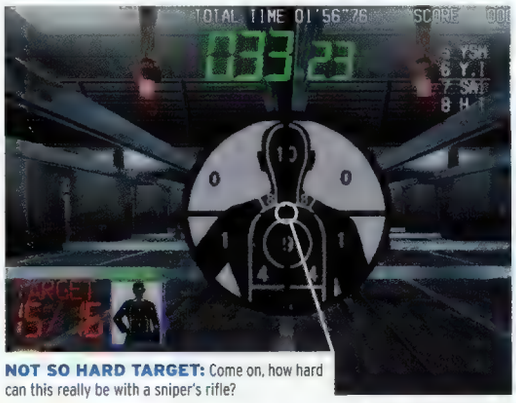
SILENT SCOPE

Fulfil those long-range, bell tower fantasies with a stunningly accurate conversion of a modern arcade classic.

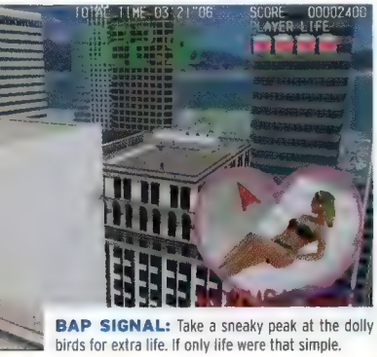
You are an elite anti-terrorist marksman, armed with, instead of a rifle, or even a light gun, a DualShock 2. Yes, Konami's arcade favourite has been translated to PS2, yes, it's pixel perfect and actually offers more than the original and no, there's no gun/rifle add-on. Arse.

But don't despair. The control system – analogue stick movement, collar button zooming – is surprisingly playable. Two attempts and you'll pretty much nail it. Then it's simply a matter of pinpointing terrorist targets against the clock, going for head shots to gain time bonuses, battling harsh but innovative bosses and saving the president's daughter. Another Konami PS2 gem it seems – there's no stopping them. **PSM2**

Silent Scope *is on course to be released on PS2 launch day. We'll have a review in issue #04.*



NOT SO HARD TARGET: Come on, how hard can this really be with a sniper's rifle?



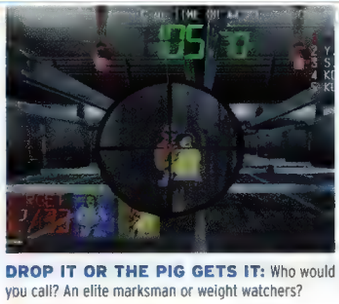
BAP SIGNAL: Take a sneaky peak at the dolly birds for extra life. If only life were that simple.

INFO
- DEVELOPER: Konami
- PUBLISHER:
- GAME TYPE: Shooting
- COMPLETE: 90 percent

ANTICIPATED FEATURES
- New training mode.
- New bosses
- Five Levels
- Challenge mode

ISN'T THAT CHEATING?

The control system takes a little getting used to (calibration settings and the up/down Normal or Reverse settings are both still potential options), so the Training mode is an essential first step. Various scenarios are included to sharpen up your speed and accuracy, including this firing range which clearly isn't long enough. Would you really take a sniper's rifle to a firing range?



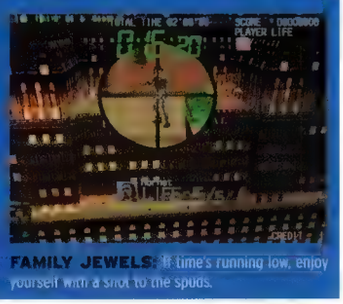
DROP IT OR THE PIG GETS IT: Who would you call? An elite marksman or weight watchers?

SILENT BUT DEADLY

The hotel level brings out the voyeur in all of us. How can you concentrate on the job in hand when through any one of those windows there could be a lovely lady stepping out of the shower?

A SHOT IN THE ARM:

DECISIONS, DECISIONS: More targets than usual but they're closer together. It's all about speed.



FAMILY JEWELS: If time's running low, enjoy yourself with a shot to the spuds.

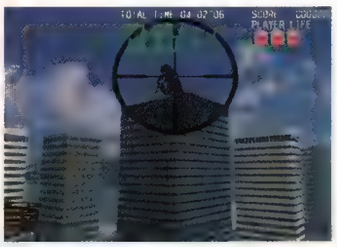
NEEDLESS? It may seem a waste of precious time to bother with the telescope zoom when so close, but...

GET IN THERE: ...those all important, time-giving head shots are much easier from here.

ZOOMING MARVELLOUS

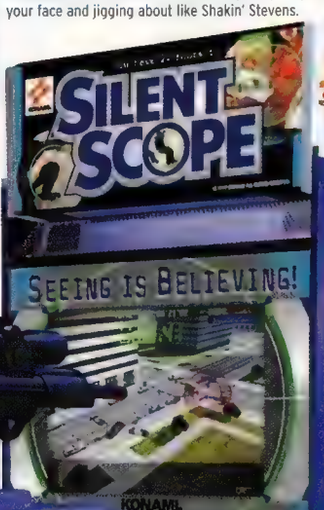
These two before-and-after shots demonstrate the extent of the rifle's impressive zoom. The analogue stick directs both your distance and zoom movement while L2 toggles between the on-screen overview and the view through your rifle's sight. The game really has no business being this much fun without some sort of huge and unwieldy gun peripheral, but they've only gone and pulled it off! Clever little things those Konami folk.

HELLO-OOO: Just a distant blip on the skyline, with a giveaway bloody great red crosshair.



THERE YOU ARE: Press L2 and your quarry is in your face and jigging about like Shakin' Stevens.

DA' BOSS: The first boss is this nippy Harrier. Hit it 30 times, or once in the pilot's head.



JOCK TRAP

The bizarre football stadium level would have been a lot more fun if the game was in full swing. But it's a true test as everyone runs.

WHIRLY BIRDS: Made even trickier by the fact that you're drifting past in a helicopter.

NAKED AMBITION: Konami, if you're reading this, chuck a streaker into this level. Go on.

LOCK 'N' LOAD
THE ORIGINAL SS2 GAME CABINET

Silent Scope for PS2 is arcade perfect - from the sharp visuals to the impressively realistic wind and distance factors. Shame about the lack of a bloody great rifle.

PSM2 GUT REACTION

Silent Scope plays better than we could have possibly hoped for with the DualShock 2, and you do get the same adrenaline rush sense of urgency that the coin-op gave. It would be nice for either a light gun or mouse option though. We can but hope.

+ Arcade perfect, good old fashioned boy fun and a first for the genre on PlayStation 2.
- Possibly a little too easy for seasoned gamers.

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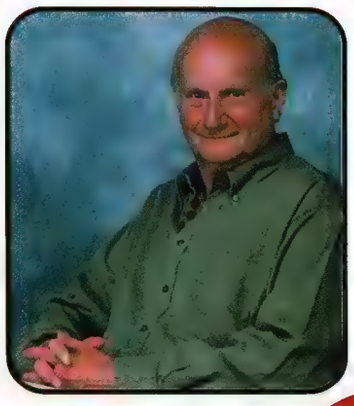

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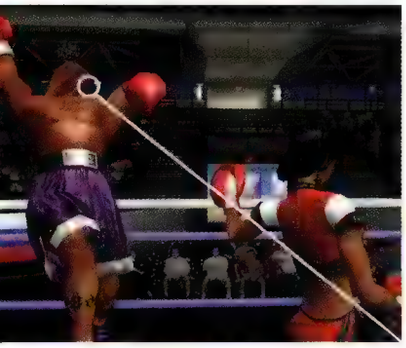
ISSUE 18 ON SALE 2 OCTOBER

RRR-UUUUU-M-B-UU-LL-E!

Spell out the word 'R.U.M.B.L.E' by collecting each of the letters through smart shots and combos to enable one of three twat-the-opponent-all-over-the-gaff-in-a-blaze-of-flashing-light Rumble modes. Oh so satisfying, and a major step on from the fun but limited Dreamcast original.

BY THE POWER OF GREYSKULL: Swirling lights spell the beginnings of Rumble-related doom.



CHIN CHIMINEE: The toughest Rumble uppercuts your opponent out of the ring. Which is nice.

HAIR BEAR: Even Midway's new hair movement animation isn't enough to shift this Shaft-cut.

EXPECTED UK NOVEMBER

READY 2 RUMBLE 2

Hardcore boxing fans will hate this arcade-style, over-the-top, no rules, cartoon slug-fest. The other 99% of the world's population? Prepare to fall in love with this beautifully stupid fighter.

While Electronic Arts greedily snaffle up every boxing license and boxers' likeness worth having for their *Knockout Kings* series, arcade specialists, Midway, concentrate on sheer playable stupidity with *R2R2*, in an effort to put the zing back into... er, box-zing.

R2R first appeared on Dreamcast last year and while pretty enough, lacked the depth to make it a genuine must-play. This sequel ruins the original in every way, boasting: new special moves, seven new mad-in-the-face boxers (plus hidden celebrities), improved AI, new taunts, new special moves, more rumble flurries, a useful and massive training mode and completely reworked visuals (you can see this in the shots). It's still got the power to make you laugh too. So far, this is arguably the most enjoyable PS2 beat-em-up. **PSM2**

Described by all who have played it as 'a right bloody laugh' R2R2 has 'killer app' written all over it. Plenty of cool Michael Jackson shots due just next issue...

THE BUSH KANGAROO: Perfect technique and increase stamina in seven training modes.

IMPROVED LAMPING

If *Knockout Kings 2001* is the gritty slow-paced *Rocky* then *RTR2* is the ridiculous, crowd-pleasing, *Rocky 4*. Except, that is, for fighter damage. Whereas The Italian Stallion could be smashed in the face with an anvil and still charm the ladies, *RTR2*'s fighters suffer evolving bruises, lost teeth and shiners.

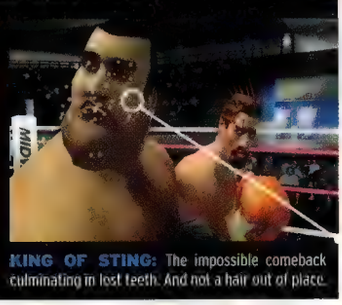
MASTER OF DISASTER: Outlandish punishment seconds before the shiner begins to emerge.

PSM2 GUT REACTION

Varied, frantic, utterly stupid, well designed and relatively simple to play – the kind of game that really gets the PSM2 team's juices flowing. On top of that, this is a game that truly shows off the graphical grunt of PlayStation 2 (especially when seen running alongside the inferior Dreamcast version). The only question remaining is that of longevity.

+ Truly hilarious, addictive and intuitive – this is what two-player PS2 gaming is all about.

- Will it have enough depth in one-player to truly rank it alongside the cream of PS2 fighters?



KING OF STING: The impossible comeback culminating in lost teeth. And not a hair out of place.

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE
  Boxing
- COMPLETE
  90 Percent

ANTICIPATED FEATURES

- 24 characters.
- 7 arenas.
- Hidden celebrity characters including – Michael Jackson and the lanky Shaquille O'Neil.
- Three levels of Rumble power for better knockouts.
- Improved AI.

DESTROY THE CITY!

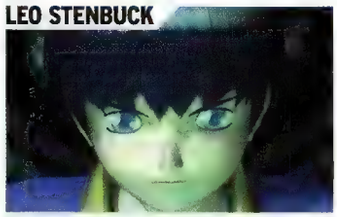
Some of the most satisfying moments in *Z.O.E.* seem to come from battering your opponent through one of the vast environment's many buildings, and you get rapid *Tekken Tag*-style replays of the decisive moment.

IN DA HOUSE: See the building explode into sharp, fiery chunks as your rival catapults through it.

PAIN IN THE MECH: You've got to feel slightly sorry for the enemy orbital frame here.

CHARACTERS

LEO STENBUCK

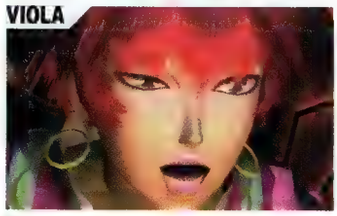


- 14 years old
- An introvert who despises conflict, our hero ends up riding the orbital frame called Jehuty into battle against the Z.O.E. military.

CELVICE KLEIN

- 14 years old
- Calvin – sorry, *Celvice* – is the game's heroine. She's a volunteer helping orphans on Antilla and gets dragged into battle along with Leo.

VIOLA



- 22 years old
- A Z.O.E. military pilot, she's Leo's rival. She rides the orbital frame Neith and always fights at the front line. She'd like to die in battle.

EXPECTED UK MARCH 2001 JAPAN FEBRUARY 2001

ZONE OF THE ENDERS

PSM2 has managed to get hold of more than 30 electrifying new shots of Konami's blistering mech battle-em-up. How cool does this hugely anticipated game look?!

Nobody outside of Konami has yet played this beast of a sci-fi game, but already it's one of the most anticipated PS2 titles. A quick glance at the new screens here and it's clear why. We've yet to see anything that captures so much military firepower, thrill-a-minute speed and outrageously explosive action.

When you see the game moving, you find yourself staring open-mouthed in awe at the super-smoothness of it all – the armed-to-the-teats mechs gliding around the battle arenas with supreme grace, just before belting each other into a filthy great apartment block...

The plot – it's not all button-mashing, white-hot, mega-electric-death y'know – also promises to match the action in terms of drama. It centres around Leo Stenbuck, a 14-year-old 'Ender' boy who's out for revenge against the military might of Z.O.E. after they hijacked his space colony. Hideo Kojima – Producer on *Zone of the Enders* – is a man who truly cares about the story and messages within a game, so you'll certainly be compelled to play. **PSM2**

For more Z.O.E. action, see PSM2#01's original preview and footage on the free MGS2 video. The game will be available next year.

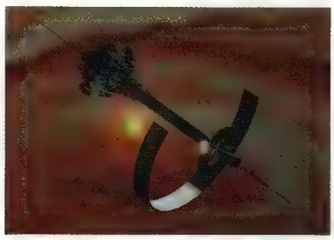
ZONE OF THE ENDERS

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- COMPLETE

ANTICIPATED FEATURES
- A story line from Noriaki Okamura, a man who "can make you cry", according to Kojima-san. Especially if he's slicing up onions.
- Advanced AI techniques. As you go through the game destroying and killing, you'll be forced to re-assess the significance of life. How's this done? Well, the on-board Artificial Intelligence grows according to how you react to different situations. There's even the opportunity for it to develop its own personality.
- Two-player head-to-head battles, as well as your regular one-player story mode.

A STORY TO MAKE YOU WEEP...

That's what Konami are promising you'll get with *Z.O.E.* Here's a 30 second summary of the story so far:



- It's the 22nd century, and the human race has set up camp on Mars and other areas of the solar system.
- A space colony – 'Antilla' – has been located in the satellite orbit of Jupiter, a planet which is being explored for new natural resources.
- 14-year-old 'Ender' – the name given to people who live at the 'End of the World' – Leo Stenbuck gets bullied into going to the UN Space Force facility to steal from the junkyards.
- Leo gets caught, but while he's there, the fanatical military regime of Mars (known as Z.O.E.) invades Antilla. The boys that bullied Leo are killed in the attack, and Leo blames himself for not being there.
- A bit 'messed up', Leo escapes and ends up in a place where the key to the survival of mankind lies – the new model orbital frame, 'Jehuty'...

MECHS

JEHUTY

- The huge orbital frame that Leo finds and rides. It's because of Jehuty that the colony was hijacked, and it's a mysterious machine...

NEITH

- Viola rides this orbital frame. It's one of the most powerful of existing orbital frames. But will Jehuty be a match for it?

TEMPEST

- A huge enemy orbital frame that's used to destroy cities. It's like a gigantic floating brain slicing through the air with its limbs of death. A terrifying sight.

RAPTOR

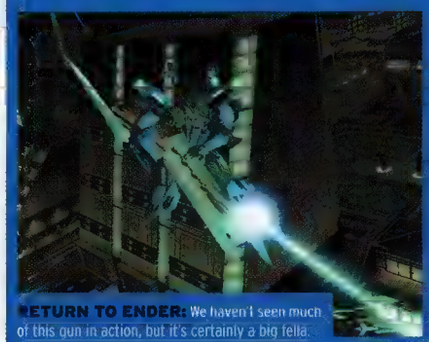
- Another enemy orbital frame, albeit one you'll meet more often as it's a mass production model. There's two in this shot... just waiting...

METAL MICKEY: Thanks to the man behind *Metal Gear Solid's* designs, the mechs look fantastic.

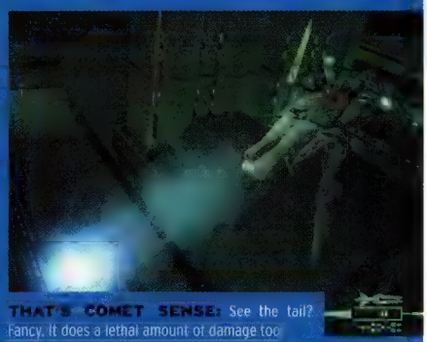
WEAPONS

Projectile weapons form a major feature in the airborne battles between the colossal orbital frames and their riders, and the resulting fire storm on screen is nothing short of intense. In fact, at times it can verge on the confusing, with the screen becoming a riot of neon fire that you can only just make out the mechs through.

SPAM JAVELIN: For such a basic-sounding weapon, this delivers a fiery punch to the enemy.



RETURN TO ENDER: We haven't seen much of this gun in action, but it's certainly a big fella.

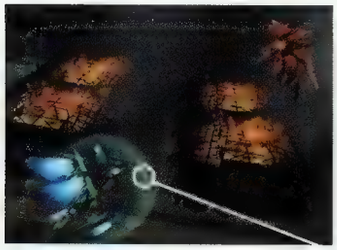


THAT'S COMET SENSE: See the tail? Fancy. It does a lethal amount of damage too.

NICE 'N' GEYSEY: A multiple-hit weapon that seems to cause your rival robot no end of pain.

FLY LIKE THE WIND

At the end of the day, what'll make or break *Z.O.E.* is its control system. We know that the development team are planning on using a combination of the analogue stick and two buttons for driving the orbital frame through the air, and hopefully they'll make use of the analogue capability of the buttons. The remaining controls are likely to be firing – primary and secondary weapons – and changing camera angle.



CHARITY SHIELD: Konami have yet to confirm how easy it'll be to access a protective energy shield.

STICKY FINGERS: The DualShock 2 looks like it's going to get a serious workout.

OFF FOR A SLASH: Look at this move! Surely the shoulder buttons will be used for attacking?

SWERVE GAS: The responsiveness of your mech will be crucial to avoiding damaging clashes like this.

IN THE STUDIO

- **PRODUCER** Hideo Kojima
- **DIRECTOR** Noriaki Okamura
- **MECHANICAL DESIGN** Yoji Shinkawa
- **CHARACTER DESIGN** Nobuyoshi Nishimura

TEAM HISTORY

Quite possibly one of the greatest line-ups currently working in PS2 development, Team *Z.O.E.* is headed up by the creator of the *Metal Gear* series (you might have heard of him) Kojima-san once again finds Yoji Shinkawa – lead artist on *MGS* and *MGS2* – riding alongside him, providing the inspiration for the mech models. Okamura-san is in charge of the project's direction and writing the story, while the characters are being drafted by the man who previously worked on the legendary *Gundam* series.

FOR MORE INFO

www.konami.co.jp/kcej/products/west/zoe/index.html

WHEN TWO ENEMIES COLLIDE

As both of the main characters have some heavy-duty hardware between them, it makes confrontation between them inevitable. Here's an example of when Jehuty – the orbital frame that's the root of all the troubles in *Z.O.E.* – meets up with Neith, ridden by Viola. Note the dynamic, swooping camera angles...

'AVE SOME OF THAT: These two are just warming up, but battles quickly become spectacular affairs.

RUN AWAY, RUN AWAY: Quick and clever manoeuvring's as essential as heavy fire-power.

NO DISTANCE LEFT TO RUN: Fighting strategy's crucial in defeating the tougher mechs.

WILL YOU LOOK AT THE SIZE OF THAT THING!

It's as big as a moon! The scale of *Z.O.E.* is immense. Just a quick look at the bulk of Tempest and you're quaking in your orbital frame seat. It was designed to bring about city-sized destruction though.

BIG BOTHER: This shot, showing Jehuty burning towards Tempest gives you a sense of scale - look at the diddy street lamps.

PSM2 GUT REACTION

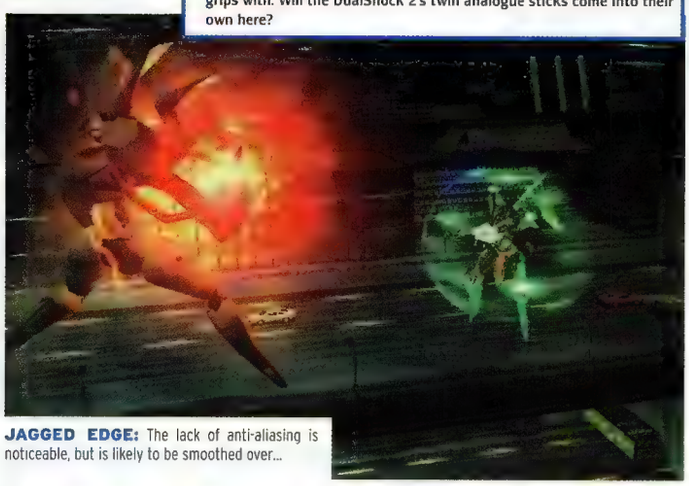
It's very early days for PlayStation 2, but Hideo Kojima and his crack KCEJ development squads seem to pushing the superior gaming system like no other game creators out there. *Zone of the Enders* has all the potential of being one of those PS2-exclusive games that many people will buy into the system for. But until PSM2 actually gets to play it (conceivably, at this Autumn's Tokyo Game Show), we'll reserve judgement. Looks the bloody business though...

+ It's got an armoury of cracking stuff going for it. You can see from the shots how detailed it all is – the shapely polygonal forms of the mechs are sharp and intricately marked, and there's always loads going on on-screen.
- We said it last issue, and it's still our only reservation: the control set-up in Manga-style aerial combat games is invariably tiresome to get to grips with. Will the DualShock 2's twin analogue sticks come into their own here?

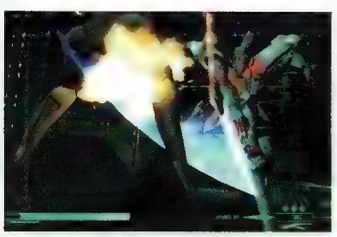
LOCK AND LOAD

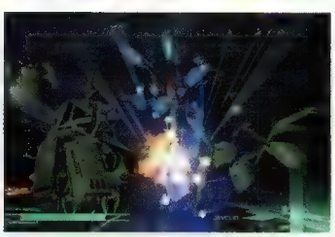
When you're confronted by multiple enemies, there appears to be the opportunity to lock on to the targets in sequence. Niiice.

WHAT'S THE DAMAGE?: The damage



JAGGED EDGE: The lack of anti-aliasing is noticeable, but is likely to be smoothed over...





COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

ELECTRIC BLUE: *Summoner* features a chain attack system - tap the D-pad to add another strike

EXPECTED UK NOVEMBER

SUMMONER

From the creators of *Descent: Freespace* comes this epic RPG which sees your party of five characters embarking on a quest to find the mystical Summoner's rings. One of your party, Joseph, is actually a junior Summoner himself, and in battle can summon one of 16 different creatures to direct in combat. A complex character development system is on the cards too...

CHOOSY PEAS: The character selection system and control's being optimised for DualShock 2.

OVERLOAD!

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK / NOVEMBER

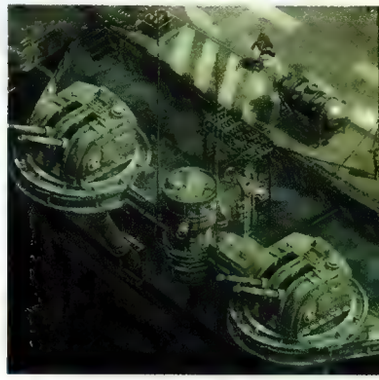
THEME PARK WORLD

The PS2 version of Bullfrog's classic is, unquestionably, the ultimate version. It combines all the rides from the PC and PSone version, then brings in all those that have been add-ons for the PC game. You'll also find a complete weather system (it now affects the environment as well as the visitors) in there, and be rated on your roller coaster design.

EXPECTED UK / MARCH 2001

COMMANDOS 2

The shots you see here are taken from the PC version of the game that's in production in Spain alongside the PS2 version. But believe us, we've seen both running side by side and it's almost impossible to tell them apart. You take control of an elite platoon of commandos and, in point and click fashion, send them on secret missions deep in the territory of the Third Reich. The game engine and graphics are breathtaking (oh, those rivers...) and the missions seriously absorbing.



EXPECTED UK / SPRING 2001

SOUL REAVER 2

The feature that made *Legacy of Kain: Soul Reaver* stand out from the crowd on PSone – the spectacular realtime morphing between the spectral and material realms – returns in the PS2 sequel. But you know it's going to be *even more* visually stunning. But there's plenty of new stuff too: new abilities, new spells, and new vampires to wipe-out.

EXPECTED UK / DECEMBER

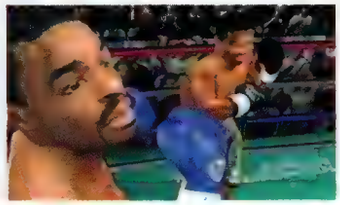
DONALD DUCK...

... Quack Attack is a 3D platform game for the little people. Plenty of Disney appeal and soothing graphics, but well, *really*...

EXPECTED UK / SPRING 2001

KNOCKOUT KINGS 2001

You'll already have seen that cheeky pop-chimp Robbie Williams is appearing as a secret character in EA's update of *Knockout Kings* if you checked out Global this issue. But other enhancements this time round include new, faster ways to throw and control punches, slicker footwork and an improved career mode. The boxer likenesses are uncanny too...



COMING SOON

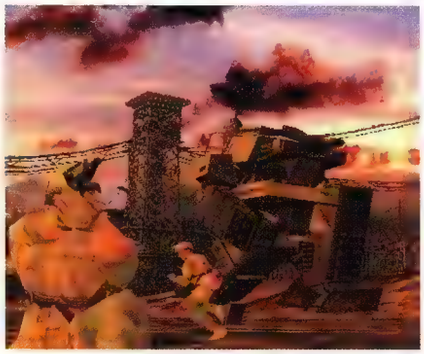
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

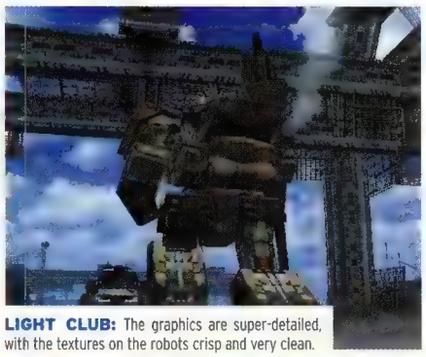
TIME, GENTLEMEN: The game's set in Japan, which has been divided into three distinct territories.

EXPECTED UK 2001

RED

This looks awesome fun. Imagine an alternative World War 2 where Cold War pressures have lead to the development of combat mechs on each side. The tension escalates to all-out war, and the robots are called into action. This is where you come in, sending your troops and mechs into battle. Each engagement is fought against the clock and is in real-time, adding to the tension...

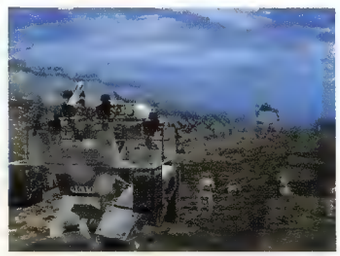




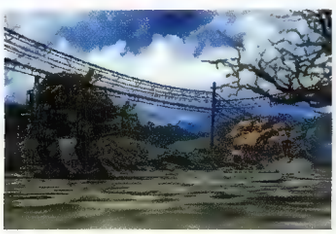
LIGHT CLUB: The graphics are super-detailed, with the textures on the robots crisp and very clean.

RED OR DEAD: As well as projectile-based combat, you'll experience close-range confrontations.

RED MEAT: One of the biggest decisions you'll have to make is when to send your foot soldiers in.



RED CROSS: When will you send the medics in?



EXPECTED UK SPRING 2001

SHADOW OF MEMORIES

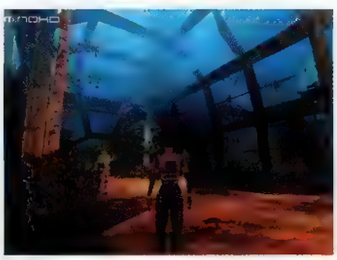
This complex adventure game is going to be a bit of a nightmare to map. You play Eike, or rather you play Eike's soul, and must travel through the past, present and future in order to unlock the secret of your murder. But as you change things in one location, it will affect events in that place during other time periods... a real head-messer.

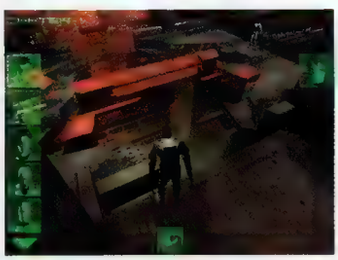
TEAM WOLF: These shots are taken from the PC version – but the PS2 game will look this good too.

EXPECTED UK SPRING 2001

PROJECT EDEN

This futuristic action adventure, designed by the team that created the original *Tomb Raider*, is set in the slum levels of a mega-skyscraper filled city. Under your control are four members of the Urban Protection Agency (UPA), a team which deals with serious disorders within the city. You can switch between them at will, but you control them as a team, providing back-up for each other in multiple enemy shoot-outs. A powerful PS2 debut from Core?





HERE BOY: Putting down a 'Rover' lets you access tight areas and assess situations up ahead...

EXPECTED UK DECEMBER

ARMY MEN 2: SARGE'S HEROES

New weapons! (Assault rifle, bazooka, sniper rifle...) New levels! (Toy store, bedroom, pinball machine...) New romantics! Ah... apparently not. But the PS2 version does offer plenty of fresh stuff for Army Men fans.

EXPECTED UK DECEMBER

RAYMAN REVOLUTION

The five-year-old limbless French wonder refuses to die. You probably can predict what this brand new version features – more cartoon-style 3D adventuring, but with the graphical detail only PS2 provides. Ubi Soft promise over 40 hours of gameplay this time round too. Always a bonus.

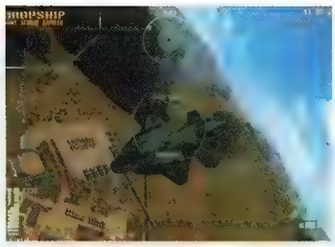
SNOW ME THE MONEY: *Dropship* sees you transporting soldiers across a variety of terrain.

EXPECTED UK SEPTEMBER 2001

DROPSHIP

A futuristic war-based action game, *Dropship* promises much more than the, admittedly, *slightly brown* shots seen so far indicate. You play a carrier pilot, ferrying troops and tanks from military bases to the front lines of war, while also carrying out missions like wiping out enemy bases and tackling enemy ships. The seriously impressive aspect of the game is the way Studio Camden – the guys who also worked on Psygnosis' *Blast Radius* – have mapped an area that in game terms is 40x40km. There's a two-mile high ceiling to the sky too, and a refreshing 'go anywhere' feel to the game. Very promising indeed.

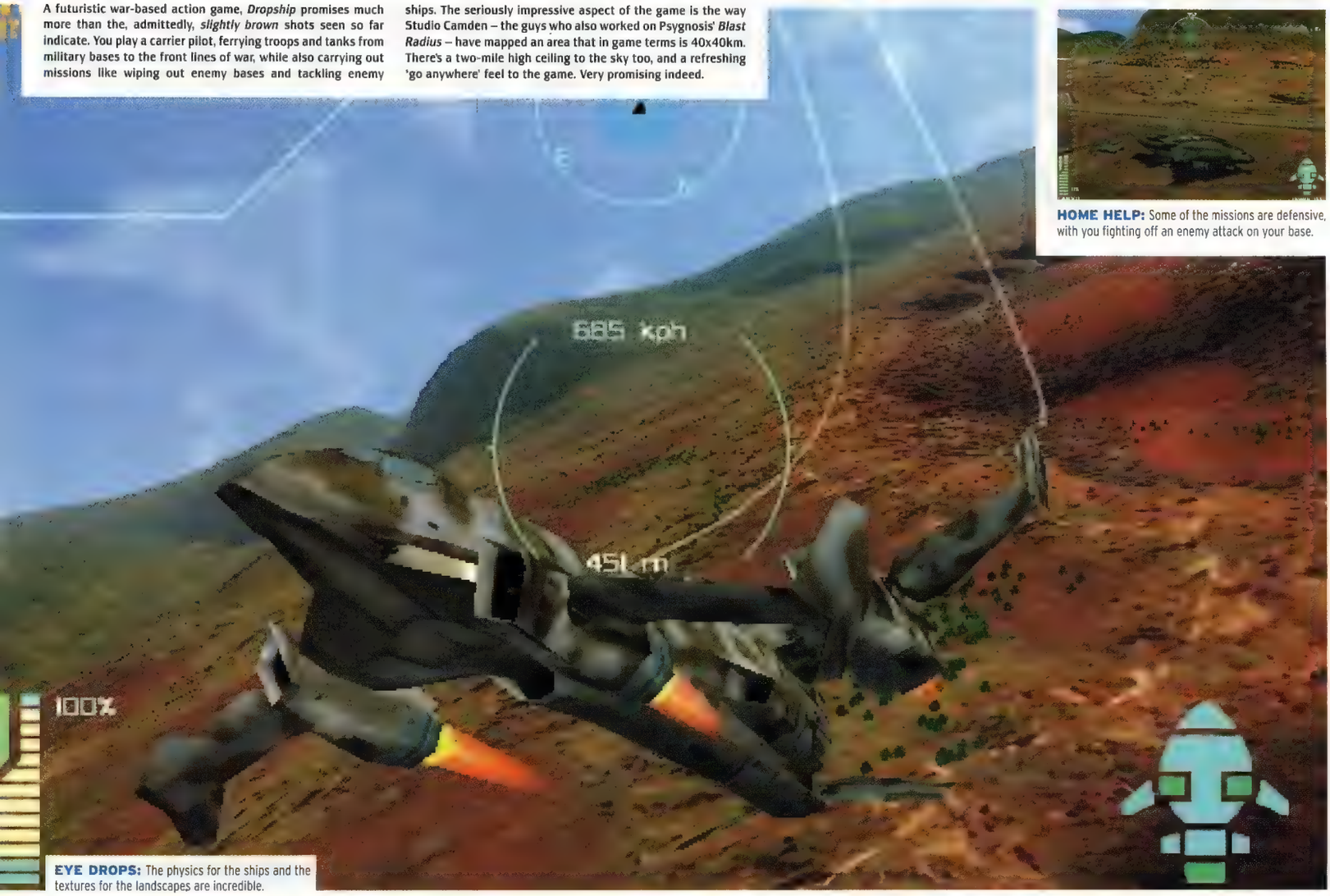
TRUCKAROO: You'll also get to drive this truck - it's incredibly fast and you can powerslide in it.



EH? The game features streaming audio, with radio messages from your HQ, the allies and your enemies.

NICE 'N' QUEASY: Studio Camden are keen to point out how high your ship can climb.

HOME HELP: Some of the missions are defensive, with you fighting off an enemy attack on your base.



EYE DROPS: The physics for the ships and the textures for the landscapes are incredible.

EXPECTED UK / DECEMBER

DISNEY'S DINOSAUR

Christ, how much cuteness can you stomach? Again, this one's purely for the nippers, filled as it is with cut-scenes taken from the movie of the same name. There are 14 different missions to tackle, and three playable characters. Using the different skills of Aladar the Iguanadon, Zini the Lemur and Flia the Pteranadon is the only way to guarantee success...

PARASAUROLOPHUS
THE PARASAUROLOPHUS WAS AN HERBIVORE OF THE HADROSAUR FAMILY AND LIVED 70 MILLION YEARS AGO. IT WAS 10 METER LONG AND 6

EXPECTED UK / 2001

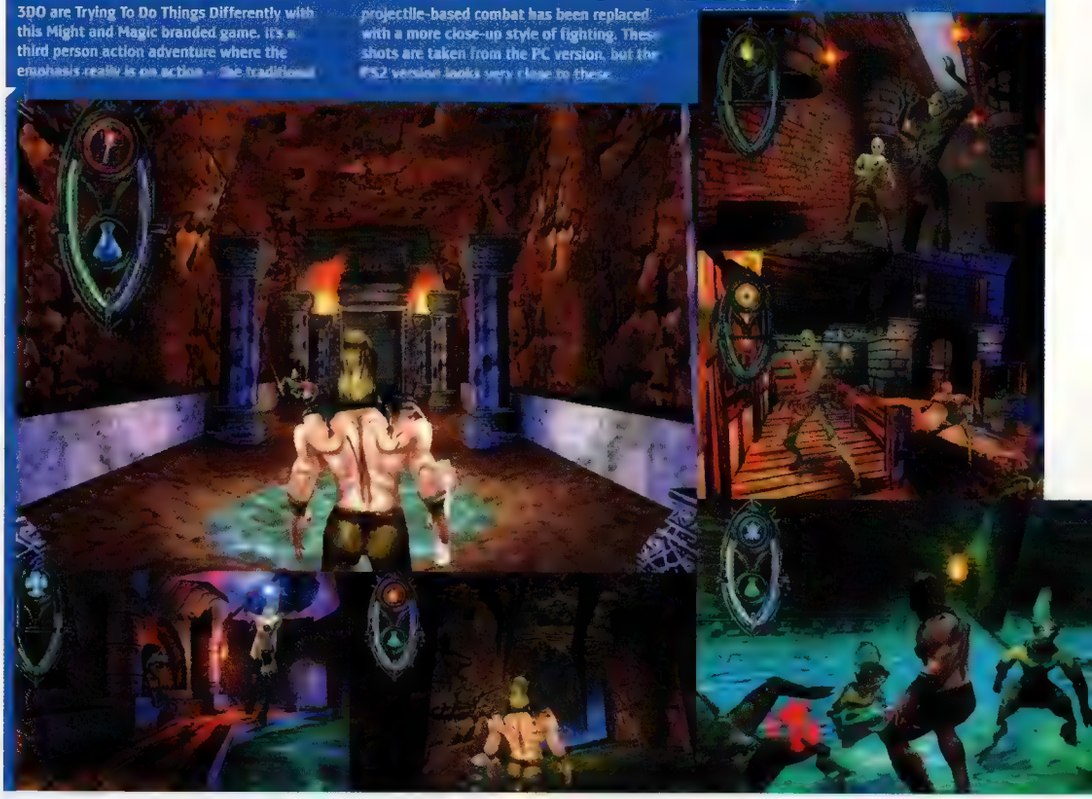
ESPN NHL

You may have caught a glimpse of this on last issue's free video. Konami's ice hockey sim is mind-blowingly ace to look at, but that's as much as we know – it's not coming out 'til next year, and no-one's played it yet. Experts of US TV ESPN-style frills though.

EXPECTED UK / FEBRUARY 2001

WARRIORS OF MIGHT & MAGIC

3DO are Trying To Do Things Differently with this Might and Magic branded game. It's a third person action adventure where the emphasis really is on action – the traditional projectile-based combat has been replaced with a more close-up style of fighting. These shots are taken from the PC version, but the PS2 version looks very close to these.



EXPECTED UK / NOVEMBER

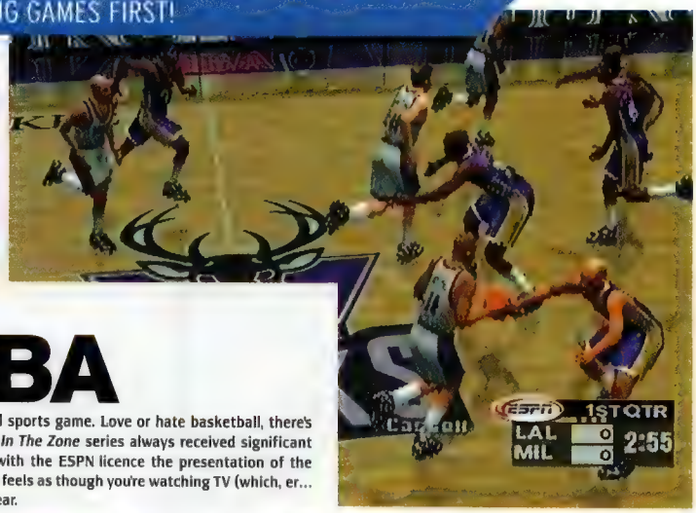
ESPN WINTER X GAMES

Konami's snowboarding game is a lot different to the upcoming *SSX*. For a start it features four authentic X Games snowboarding events – Big Air, Snowboarder X, Super Pipe and Slope Style. You can choose to ride a custom designed mountain in Freeride mode or customise your own 'boarder using Create-A-Rider. There's also the option of watching the on-screen action using realistic ESPN camera angles. Snowboarding fans are certainly going to be impressed.

SKY SURFER: There's lots of ESPN-style camera angles if you prefer to play that way.

COMING SOON

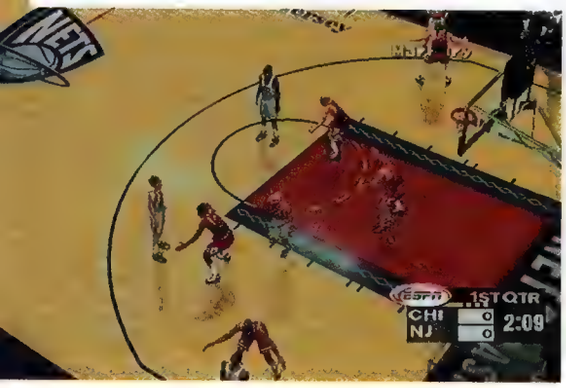
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



EXPECTED UK 2001

ESPN NBA

And finally... from Konami... another ESPN-licensed sports game. Love or hate basketball, there's no denying how smooth this looks. Konami's *NBA: In The Zone* series always received significant recognition because of its detailed graphics, but with the ESPN licence the presentation of the whole thing has been improved to the point where it feels as though you're watching TV (which, er... you are anyway). Expect this to launch early next year.



EXPECTED UK TBC

REAL POOL

It's just been announced that Infogrames will be releasing Takara's *EX Billiards* as *Real Pool* in the US. As well as the regular game, Real Pool throws up over 25 'puzzle' tables to try your skill out on – there are some truly testing table shapes too, including stars and triangles. We'll keep you informed about a possible UK release.

EXPECTED UK MARCH 2001

WDL: THUNDER TANKS

Imagine two heavily armoured tanks facing off in an arena... that's *World Destruction League: Thunder Tanks*. We recently played an early build of the game, and came away impressed by the effects used for some of the awesome weapons – setting a nuke off makes the most impact on your retinas (and your tank, if you're parked too close...)

EXPECTED UK 2001

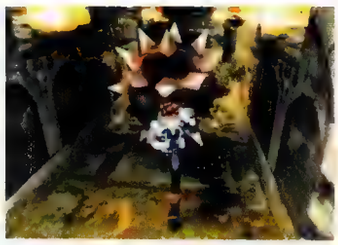
NO ONE LIVES FOREVER

A '60s spy adventure with tongue-in-cheek Austin Powers-style humour, you find yourself as Cate Archer, a secret agent with UNITY, being sent on a variety of espionage missions around the world. There are 15 of these to embark on, each made up of between 2-5 levels. These first PC shots give you a brief taster of the kind of villains and critters you'll be up against...

EXPECTED UK 2001

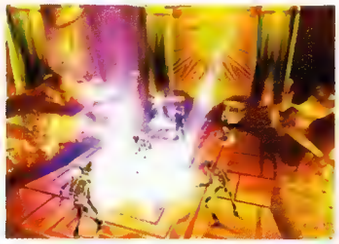
GUNSLINGER

An ambitious Wild West adventure game from Activision, which sees you as a moody Clint Eastwood-style loner. There are plenty of RPG elements, including a reputation system, fuelled by how you treat people...

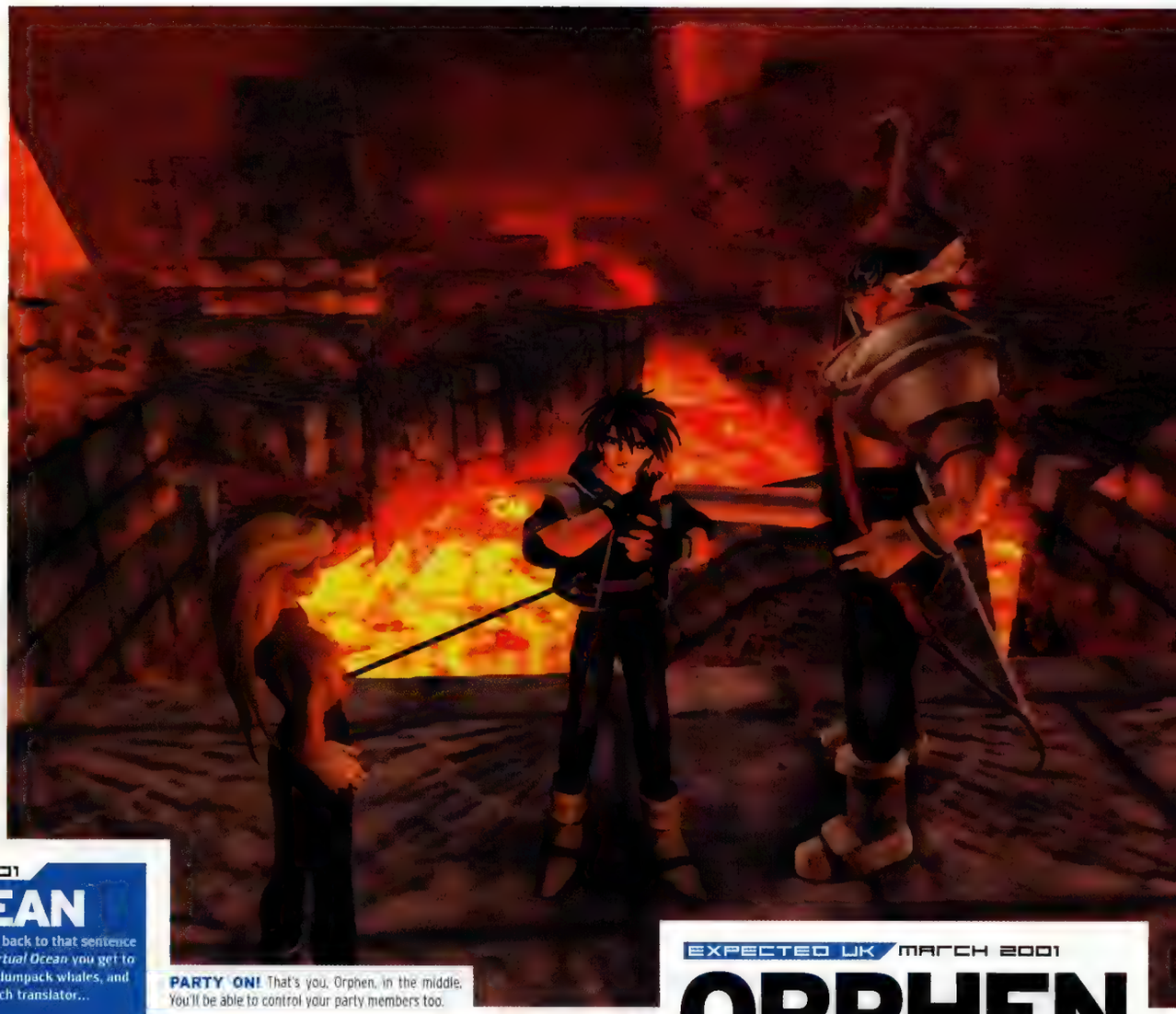


BALL'S-EYE: There are hundreds of action-based puzzles, such as running from a spiky ball of death...

BLADEY HELL: ... or bypassing the cutting machine of doom. Your quest isn't a walk in the park.



MAGIC CIRCLE: As well as regular weapons, spells play a vital part in your attacking strategy.

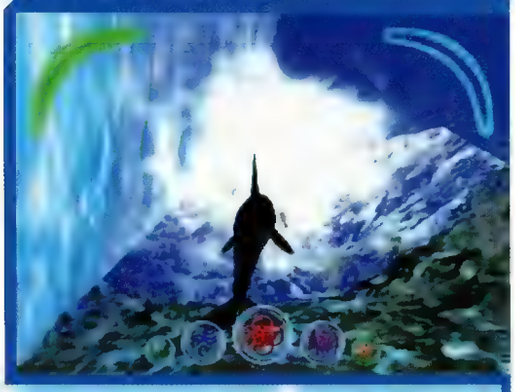


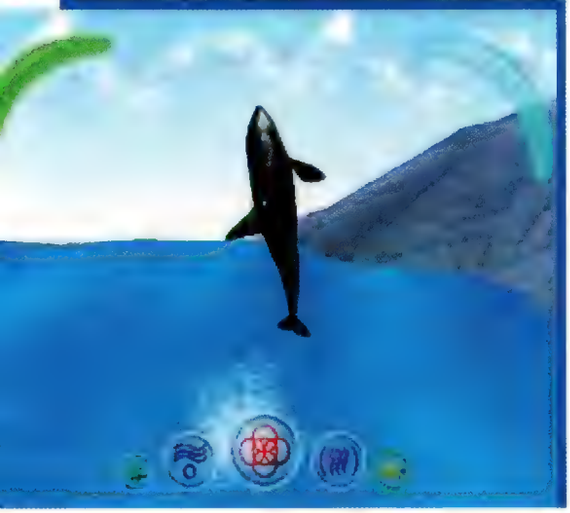
PARTY ON! That's you, Orphen, in the middle. You'll be able to control your party members too.

EXPECTED UK TBC 2001

VIRTUAL OCEAN

Sqweee-EEE-uuu-uu. Understand? No? Well, come back to that sentence when you've played this 'whale sim'. You see, in *Virtual Ocean* you get to control a variety of cetaceans, such as Orcas and Humpack whales, and speak to other critters using a text-to-whale speech translator...





EXPECTED UK MARCH 2001

ORPHEN

A PS2-exclusive action RPG based on a Japanese anime TV series, *Orphen* challenges you to unravel Chaos Island's mysteries in order to escape the place. You fill the pointy boots of the lead character, Orphen, but you'll also be able to take control of three other characters that you encounter on your journey. Developers Shade promise that there'll be multiple storylines, 60 different attack types and more than 100 event-based encounters.

CASTAWAY: Each of the nine bosses you'll take on has their own distinctive island environment.

INTELLIGENT PARTICLES: See that stream of Mars lava? See that wall? Well...

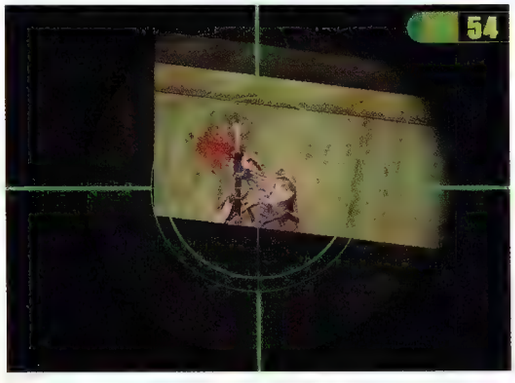
STOOPID WALL: The particles now change direction and follow the new route. Brilliant.

EXPECTED UK 2001

RED FACTION

Particles. The guys behind *Red Faction* – Volition – are justifiably proud of the particle physics in their new first person shooter, set on Mars. If you shoot a pipe carrying molten rock, for instance, the liquid will gush through the new hole and find a new route through the environment – it doesn't sound much, but you really feel you're having an impact in the environment.

JUST FOR THE TRACK: You can enter vehicles like this and trundle round Mars in them



EXPECTED UK / NOVEMBER

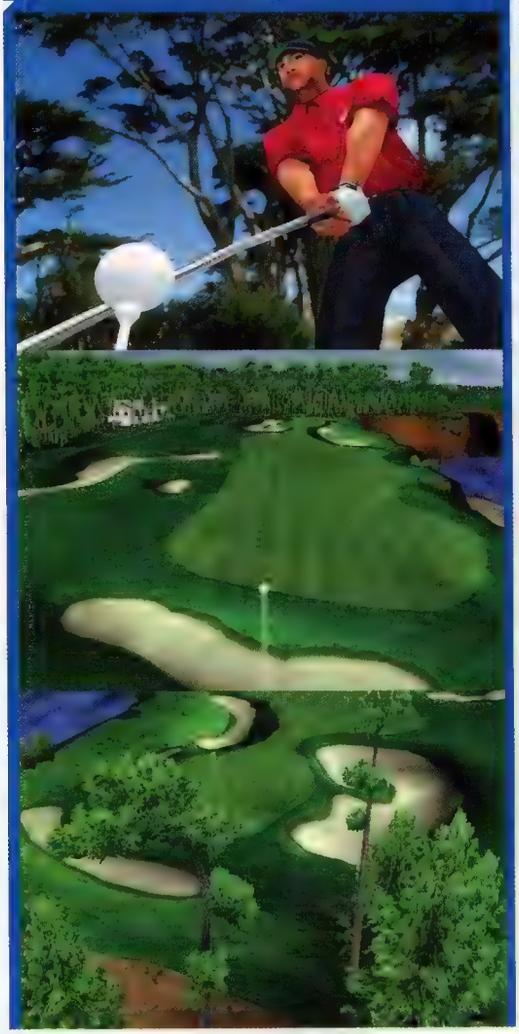
WETRIX

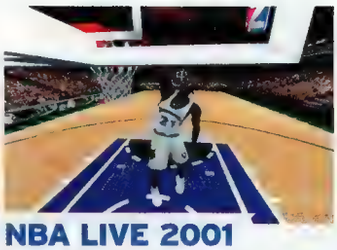
A frantic puzzle game where you have to prevent water from falling off your tiny, hilly world? You may already know this title, but after sitting down and getting sucked in by its edge-of-the-seat panic decision-making, you'll soon be letting it rule your life again. The PS2 version boasts improved graphics, but the same gripping gameplay...

EXPECTED JAPAN / TBC

TIGER WOODS PGA TOUR 2001

Woodsy's heading for PS2 in the new PGA golf sim from EA. There's very little detail about the game at the moment, but you can expect EA to be pushing the system, both in terms of graphics and play mechanics. Until we get more info, take a look at the first shots...





NBA LIVE 2001

The seventh edition in EA's NBA series heads for PS2 with new moves and player reactions...

AIR ATTACK 2

Another entry in 3DO's *Army Men* series, this time featuring plastic attack choppers.

ONE FOURTH

From the same RPG development house as *Eternal Ring* (see pg99) comes this beautiful role player.

ALL-STAR 2002

Acclaim's baseball series is well-respected in the US – its debut on PS2 will be one to watch out for.

A-TRAIN 6

Train management sims aren't popular in the West, and Artdink's long-running series still hasn't cracked the UK.

RESCUE AIR RANGER

Due for release in Japan next March, this is what the world's been crying out for: a helicopter rescue sim.

DRAKAN

Aerial combat on the back of a dragon and terrestrial exploring blend to form a PS2 sequel to the PC game.

GI JOCKEY 2

Gamble all your fake PS2 cash away on a nag. Race head-to-head against a friend. What more could you want?

KESSEN 2

The first *Kessen* game – a historical Japanese battle sim – is heading for the UK, but here's the sequel!

PENNANT RACE

Based on the Pro Japanese Baseball League, this fancy titled game boasts a seriously in-depth coaching feature.

GROUND CONTROL

Word reaches us that Sierra are working on a PS2 version of their futuristic PC strategy game...

SCANDAL

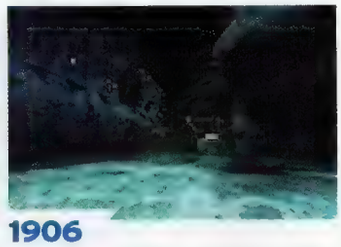
An animated adventure set in high society. Intrigue! Sauciness! Scandal! That's the name of the game...

STUNT SQUAD

After last issue's debut, we've got hold of one more shot of Criterion's stunt-driven hoverboarding game.

NOOKS & CRANNIES

A publisher's still to be found for this mixture of *Creatures* (PC) and *Pokémon* (oh... my... god).



1906

... Or to give it its full title *1906: Antarctic Odyssey*. From the makers of *Alone in the Dark*. Get the picture?

WIND & RAIN

... Or to give it its full title (again) *The Coming of Wind and Rain*. Wander around Japan, taking photographs.

COMING NEXT ISSUE...

MORE THRILLING NEW TITLES FROM THE WORLD OF PS2

There are so many new games in development for PlayStation 2, it can be a nightmare trying to keep track of them all. Well don't worry – let PSM2 do that for you. Next month we'll being you an in-depth guide to one of the most hotly anticipated UK launch titles – *SSX*, plus we'll take a look at how the rest of the UK launch line-up is shaping up. You'll kick yourself for missing it.

PLUS:

- TimeSplitters – We'll play the latest build and bring you a full report.
- WipEout Fusion – We'll grill the development team until they squeal.
- Metal Gear Solid 2 – Will there be any revelations at the Tokyo Game Show? PSM2 will let you know first.

FANTASTIC

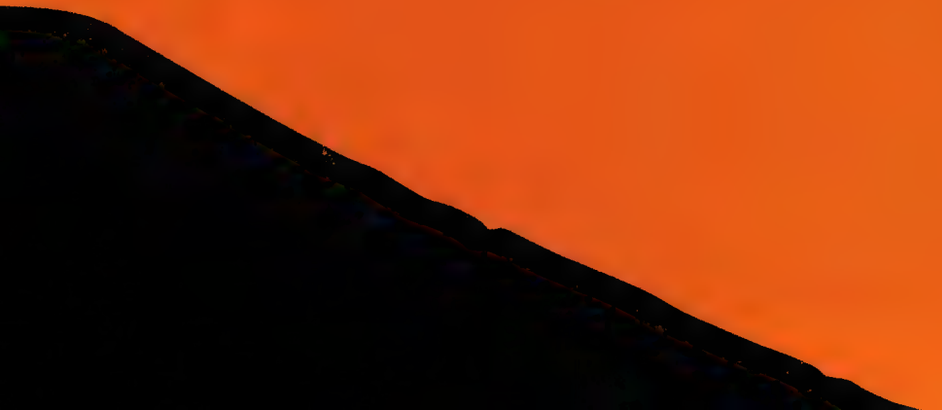
HEAR IT FROM THE EXPERTS

For every negative comment (invariably from 'other console' gamers) that's been made about PS2 there's been an equal, and positive reaction. Here's where the people creating next-gen games speak out

"PS2 games – already staggering at their best – are going to get better." That's the message from game creators across the globe. So, prepare to find out why we should all...

BE HAPPY!

HAPPY MAN: Mark Green



IT ALL STARTED WITH A VERY BAD CASE OF THE JAGGIES...

But those blocky diagonal lines in *Ridge Racer 5*, which have been magnified, dissected and mulled over since the game's Japanese launch, were just the beginning. There was the fog in *Ridge Racer*'s two-player. The slowdown in *Street Fighter EX 3*. The unfavourable comparisons between PS2 and Dreamcast versions of *Dead or Alive 2*. Lorne Lanning's bitter attacks on the machine. And when Konami's Hideo Kojima told us – in so many words – that PlayStation 2 is "a bugger to get to grips with", you could actually hear the collective gasp of the entire videogame community.

But, like most ear-pricking anecdotes, they didn't tell the whole story. A machine that has something approaching 800 games currently in development can't be *that* difficult to live with. And, sure enough, most developers aren't worried about PlayStation 2's potential at all. In fact, they reckon that PS2's games – already staggering at their best – are going to get better. How much better? It won't be long, they say, before *Metal Gear Solid 2* looks – whisper it – *like yesterday's news.*

PANIC OVER

"It's all fixed. Everything was blown out of all proportion. Sony have acknowledged that there were problems, and now it's all sorted out."

That aural orgasm comes from Anoop Shekar, Assistant Producer at Volition Inc., the folk behind blood-fest *Red Faction*. "Sony have been great," he reports. "They provided everyone with methods for solving the problems, and that was that. In fact, by the time PS2

THE START

DEVELOPMENT HELL

To begin with there were no PS2 development kits, only PCs designed to impersonate them. But software developers soon learnt some hard, but valuable lessons for the future.

"IT'S ALL FIXED, EVERYTHING WAS BLOWN OUT OF PROPORTION"

"Sony have already acknowledged that there were problems, and now it's all sorted out"
Arnoop Shekar, Assistant Producer behind Volition Inc's Red Faction.

THINGS CAN ONLY GET BETTER

Developers made leaps and bounds on PSone – and they're set to do the same with PS2.

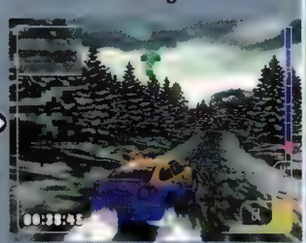
THE DEVELOPMENT OF RACERS

PSONE

RIDGE RACER
Impressive in '95, now ugly enough to make eyes bleed.

GRAN TURISMO
The most realistic-looking racer on Planet Earth.

COLIN McRAE RALLY
Mighty purdy, with utterly authentic handling.

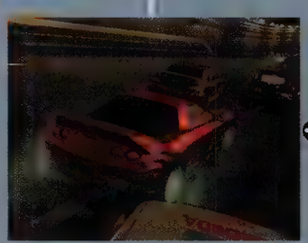


PSONE

TOSHINDEN
Loads of camera views and smooth polygon action.

PS2

RIDGE RACER 5
Just so very *grey*, with shocking two-player fog.



GT2000
The future of racing games. SCEE *will* deliver.

WIPEOUT FUSION
Gaudy space-age racing at face-splattering speeds. Expect liquid-smooth animation...

PS2

STREET FIGHTER EX3
Intense action, but you just know PS2 is capable of more...

JAGGIES?

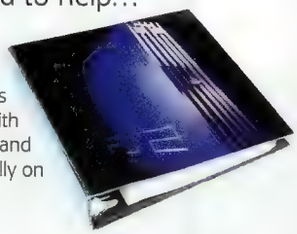
Rolling Stones? Yer up the wrong tree, mate.

So what *are* jaggies? Take a close look at *Ridge Racer 5* and you'll notice that diagonal lines are jagged rather than smooth – hence the problem's name. Now, though, Sony's issued clear instructions on how to get the PS2's built-in anti-aliasing (blurring) to earn its pay. Result: jaggies will exist no more.

THE PS2 COMMUNITY

When PS2 developers are ready to wave the white flag, Sony's on hand to help...

SDK



The first part of Sony's 'development support structure' – huge folders detailing exactly how PS2 works, with sample code, ideas, and other bits and pieces. Updates are frequent, especially on Sony's developers-only website.

NEWSGROUPS

These allow developers to exchange ideas and compete to get the best from the PS2 – in a friendly sense, of course. Sony support staff often drop in, and major issues get answers direct from Japan.

FACE-TO-FACE

Sony personnel are available to answer e-mails directly, or even visit a company to discuss knotty problems. Developer Conferences give coders the chance to question Sony engineers directly, and exchange ideas in person.

WHAT THE..?

Demystifying PS2 specialities

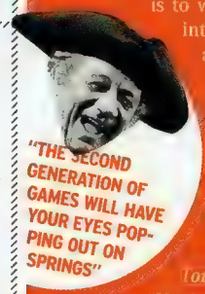
#01 Bump Mapping with Greg Zeschuk.

"You decide to wrap the texture of a basketball around a sphere. A bump-mapped texture is three-dimensional – so you'll see all the little pockmarks on the basketball's rubber as light plays across it. It's much more realistic."

GET LOST

Totally immersive environments

Most games try their best to immerse you in their digital world – but it's hard not to be jarred back into reality when the screen blacks out to load the next room after you've stepped through a door. Already, though, PlayStation 2 games such as *Munch's Oddysee* are cramming the DVD with areas that blend seamlessly into the next, with features in the 'background' – such as mountains and castles – that you can actually reach and explore. "The incidental detail will be as important as the sheer size of landscapes," says our man from Kuji. "You'll have a package that'll really draw you in."



"THE SECOND GENERATION OF GAMES WILL HAVE YOUR EYES POP-PING OUT ON SPRINGS"

BE HAPPY!

owners noticed anything was wrong, it was already over. It actually turned out that most of what we needed to fix our screen-flickering problems in *Red Faction* was in the development manual – it was just fairly well-hidden."

PlayStation 2 problems to date can be neatly summed up in two words: teething troubles. Developers began work, not on PlayStation 2 development kits, but on expensive PCs designed to impersonate the PS2's innards. So, when Namco, Capcom, Konami and the rest came to shifting several months of code over to Sony's sparkling black box – and trying to coax the best possible results from a piece of kit that they've never clapped eyes on before – it all ended in tears.

"People were assuming that it was going to be a walk in the park," admits Greg Zeschuk at Bioware, currently working on *MDK 2: Armageddon*. "That's dangerous. You've got to put the work in. The more intricate and powerful a machine is, the more difficult it is to work on, and PlayStation 2 is clearly much more intricate than most. But, for all that, it's fairly approachable, too."

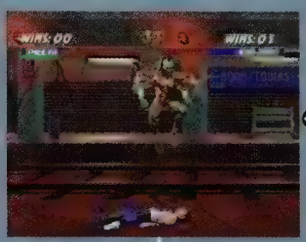
Clearly, developers will still get their hands burnt by the PS2 from time to time, even with Sony's healthcare team on full alert. But that's true of writing games for *any* console – and it's worth knowing that cunning coders have a sleeveful of tricks to overcome any of those temporary troubles.

"Take a close look at *Tekken Tag Tournament*," winks Jean-Marc at Check-Six Games. "You've got crates and barrels in the background of several arenas. But no matter where you move or how you swing the view, only one side of the box is ever facing you. That way, Namco have avoided slowing down the game by having to calculate how bits and pieces of scenery should look from all angles. But who noticed? *That* is a pretty cool cheat."

Sony might have been quick off the mark with fixes, but they were too late for developers who'd spent long nights working around problems with exactly that kind of fudge. Most developers chose to send their current project on its merry way, and put what they'd learned from Sony to use on their next batch of games. And that's why the second period of PlayStation 2's reign – the fabled Second Generation of games – will have your eyes popping out on springs.

PSONE

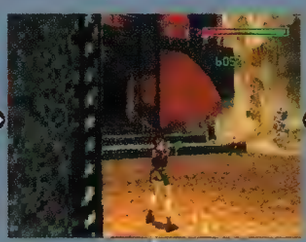
MORTAL KOMBAT 3
The tail-end of tedious 2D punch-outs.



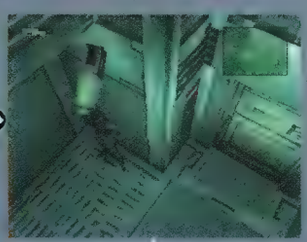
TEKKEN 3
Fluidity, beauty and violence. Simply incredible.

FADE TO BLACK
Stealth and shooting – with cardboard scenery.

TOMB RAIDER 2
Lovingly-crafted adventures of Lara. Pretty.

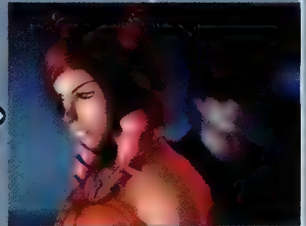


METAL GEAR SOLID
Arrived near the 'end' of PSone's life. Raised expectations.



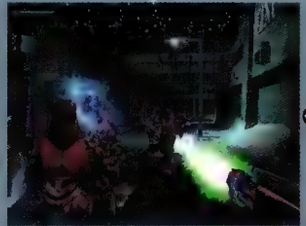
END OF BEAT-EM-UPS

TEKKEN TAG TOURNAMENT
Creating concussion has never been so much fun.

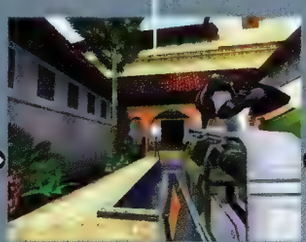


THE BOUNCER
Square's devastatingly gorgeous single-player fighter.

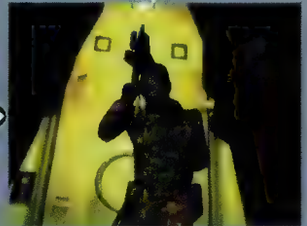
THE DEVELOPMENT OF SHOOT-EM-UPS



TIMESPLITTERS
From the folk behind N64 *GoldenEye*. 'Brash'.



NO ONE LIVES FOREVER
All but guaranteed to out-Bond EA's *TWINE*.

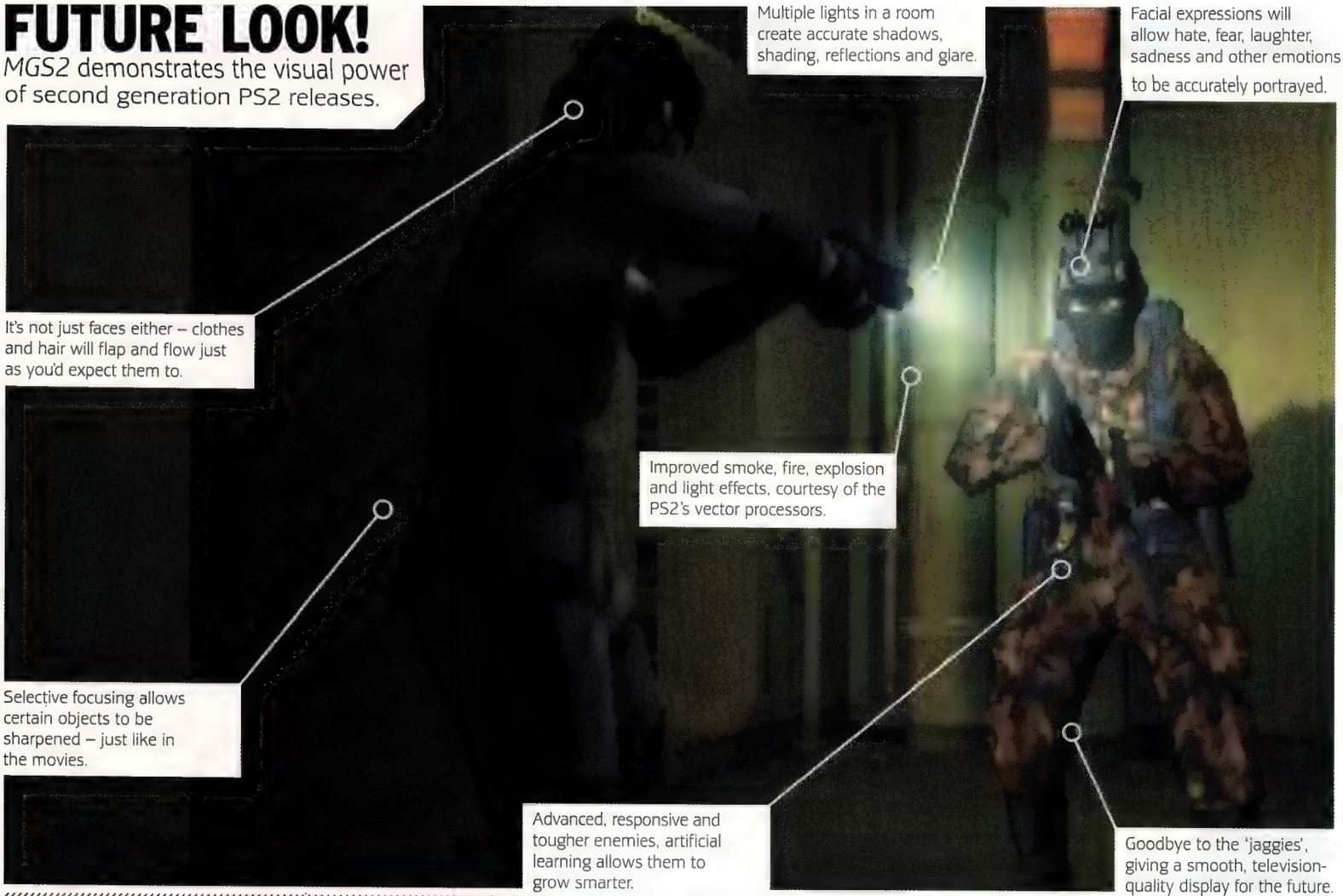


METAL GEAR SOLID 2
The game against which all others will be judged.

PS2

FUTURE LOOK!

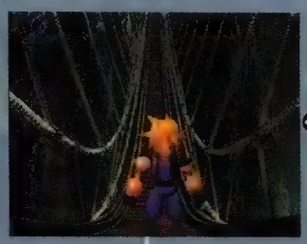
MGS2 demonstrates the visual power of second generation PS2 releases.


Multiple lights in a room create accurate shadows, shading, reflections and glare.
Facial expressions will allow hate, fear, laughter, sadness and other emotions to be accurately portrayed.
It's not just faces either – clothes and hair will flap and flow just as you'd expect them to.
Improved smoke, fire, explosion and light effects, courtesy of the PS2's vector processors.
Selective focusing allows certain objects to be sharpened – just like in the movies.
Advanced, responsive and tougher enemies, artificial learning allows them to grow smarter.
Goodbye to the 'jaggies', giving a smooth, television-quality display for the future.

PSONE

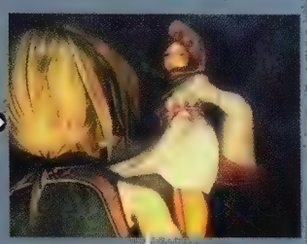
FINAL FANTASY 7

Brought RPGs to the masses with cinematic looks.

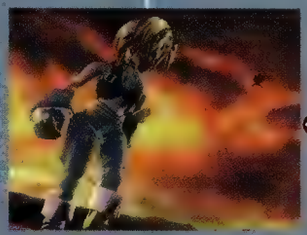


FINAL FANTASY 9

Expect this to be the finest looking RPG in the old system.



AND FINALLY... RPGS



FINAL FANTASY 10

Expect Square to maximise the Emotion Engine's power.

FINAL FANTASY 11

Square head on-line for an adventure around the world.

PS2

PAD OF JOY

The DualShock 2 keeps up with PS2 evolution, and developers are keen to see how it performs under pressure...

The DualShock 2's pressure-sensitive buttons – able to distinguish between 256 different pushing strengths – aren't just for accurate acceleration in racing games. "The joypad is excellent," gushes Lorne Lanning. "GameSpeak in *Munch's Oddysee* takes advantage by storing similar commands on one button – "hello" if you press softly or "all of ya!", if you hit hard. It reduces controller complexity, making for a less frustrating experience." Meanwhile, Mister Jimmy Alamparambil at Check-Six promises that *Aliens: Colonial Marines* will "find a new use for each and every button" – and you can bet that *MGS2's* much talked about, and equally mysterious, ability to determine your age and sex is *something* to do with the unseen capabilities of that smart black pad. That's smarter than some blokes.

NOW THAT'S MAGIC

Developers ain't stupid. If they reach the machine's limits, they simply pull a neat trick that circumvents the problem. Like this...

TRICK 1: Take advantage of the weaknesses of the human eye. Make faces and characters to a certain level of detail, then stop – humans can't tell the difference.

TRICK 2: Forget storing enough detail to render a realistic environment – simply use the superspeed of the DVD drive to stream it straight off the disc.

TRICK 3: The brain doesn't notice much beyond 30 frames per second. Fix your game at that speed and you'll save power for other areas, such as AI.

TRICK 4: For non-essential scenery, keep the direction it's facing constant. Requires far less memory guzzling calculations, and 99% of players won't spot it.

TALKING POINT

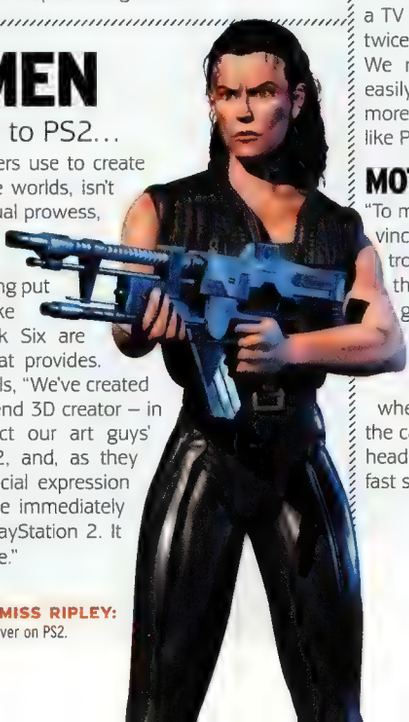
With new speech innovation, Dr Doolittle doesn't look such a big man now, eh?

Sony might not be keeping schtum about it, but the Headset and Voice Recognition System (currently in development) that plugs straight into PS2 should revolutionise the next generation of games. Rival titles like Sega's *Seaman* use this kind of technology in a very rudimentary way – you talk to a character, and they talk back. But the potential for the system could extend to issuing real-time commands by voice to team members in a *Rainbow Six*-style strategy, talking directly to characters in an RPG, warbling in a singing-based *Parappa* clone, and a wealth of ideas that have yet to be dreamed up. Exciting times.

MIDDLE MEN

How developers 'talk' to PS2...

Middleware, the tools developers use to create textures, 3D models and game worlds, isn't new. But, because of PS2's visual prowess, the highly detailed 3D that Middleware produces doesn't have to be simplified before being put in the game – and coders like Jimmy Alamparambil of Check Six are exploring the opportunities that provides. "For our *Aliens* game," he reveals, "We've created a way of using *Maya* – a top-end 3D creator – in real-time. So we can connect our art guys' computers directly to the PS2, and, as they tweak a leg here or alter a facial expression there, they can see the change immediately on the TV connected to the PlayStation 2. It saves a lot of development time."



THE TALENTED MISS RIPLEY: She'll look better than ever on PS2.

WHAT THE..?

Demystifying PS2 specialities

#02 Particle Effects with Anoop Shekar.

"A particle is a 2D object that's used for special effects – most commonly, explosions, fire and beams of light. The PlayStation 2's special vector unit deals with all that kind of thing, so it's easy to create impressive special effects – and lots of them."

THE PERFECT BODY

John Botti of Black Ops – the team behind the hyper-realistic *Knockout Kings 2001* – explains how to get PS2 people looking their best.

CYBERSCAN

"This technology has been used in movies for years, but PS2 allows us to bring it to videogames. It uses a device that looks like a Star Trek transporter – we can put someone like Lennox Lewis inside, scan him with roving lasers, and create an instant 3D image. Such a model would take months to create by hand."

DETAIL

"The thing with PlayStation 2 is the polygons. We're working with around 50,000 triangles on-screen. That's the same quality as a TV transmission, but moving at twice the speed of a normal telly. We reckon 85,000 polygons is easily possible – that's far, far more than we need to create life-like PS2 people."

MOTION CAPTURE

"To make in-game folk move convincingly, we attach tiny electrodes to an actor and 'scan' their movement into the game. And, with PS2 running at 60 frames per second – compared to, say, 10 frames per second on PSone – when a guy swings a punch past the camera, you actually jerk your head back. It really is lightning-fast smoothness."

BE HAPPY!

GENERATION GAME

"MORE DETAILED SCENERY, BIGGER EXPLOSIONS, NO LITTLE GAPS WHEN A CHARACTER RUNS..."

LOOKS TO THE FUTURE

BURNING ISSUES: Developers are threatening to relegate massive titles like *Tekken Tag* to the bargain bins in the not-too-distant future. That's fightin' talk where we come from.

"SPLENDOUR LIKE YOU'VE NEVER SEEN BEFORE"

One of Midway's Stunt Driver team starts to feel the emotion.

CLEVER BOY RACERS

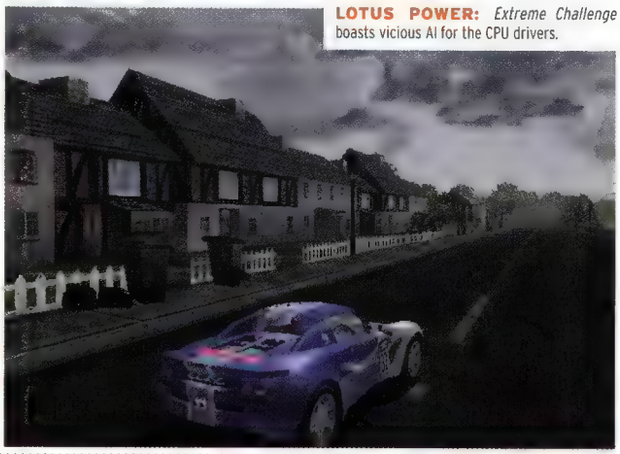
How exactly will the increased power of PS2 allow for better AI? We put two upcoming PS2 racers head-to-head.

LOTUS EXTREME CHALLENGE, VIRGIN INTERACTIVE

- Less skilled drivers will brake too late into sharp corners and skid off into tyre walls.
- Aggressive opponents will recklessly weave and dodge to stop you overtaking.
- The Speed Challenge mode will incorporate city roads with intelligently flowing traffic.
- *And for the sequel?* Genetic algorithms to help computer players learn and actually grow.

STUNT DRIVER, MIDWAY GAMES

- Each driver has their own unique personality, which adapts to changing circumstances.
- Drivers will pummel you at every opportunity – but know to back off at key moments.
- Some drivers will be cautious as they drive around the track – but change if you bash them.
- *And for the sequel?* Quicker and more believable AI, better able to react to the events throughout the race.



LOTUS POWER: *Extreme Challenge* boasts vicious AI for the CPU drivers.

FUTURE LOOK!

Oddworld: Munch's Oddysee demonstrates the visual power of second generation PS2 releases.

Tiny details that you've probably never even thought about will be par for the course with PS2. You won't just get rain – you'll see puddles increase in size over time, and reflect what's above. And when the rain stops? They'll gradually dry...

Environments can be rendered much faster on PS2, leading to more curved, organic-looking environments and objects. 'Bezier surfacing' will create smooth textures on buildings that are indistinguishable from real-life.

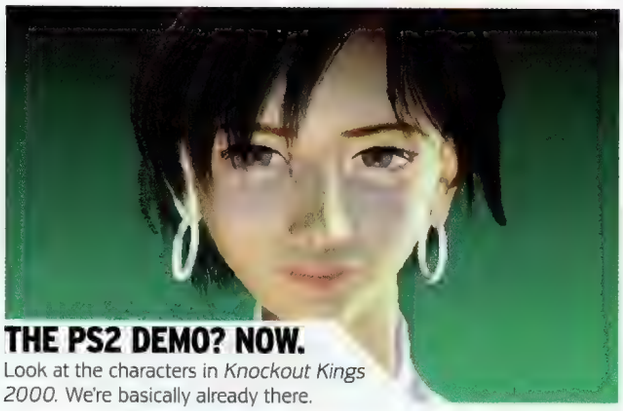
"Just wait 'til you see a Big Bro Slig swipe a credit card through a Blitzpacker vending machine, grab a 'product delivery firearm' and blast other Sligs with brew cans. You just won't believe it," says Lorne Lanning the man behind this spectacularly ambitious game.

FUTURAMA

When can we expect mind-blowing PS2 visuals to match the graphical capabilities of bigger, faster computers?

ARCADE GAMES? NOW.

PlayStation 2 already beats this – its chips will actually power the next batch of coin-ops.



THE PS2 DEMO? NOW.

Look at the characters in *Knockout Kings 2000*. We're basically already there.

TV GRAPHICS? EARLY 2001.

With minimal player interaction, the quality of shows like Reboot isn't tricky.

MOVIES? LATE 2001.

Shortcuts and tricks will make the details of films like *Starship Troopers* just about possible on PS2.

REAL LIFE? NEVER.

Well, maybe. Many developers think, by the time PlayStation 3 is ready, we'll be here. Don't hold your breath, though.

Kobal Collection/Columbia Tristar ■ Reboot ©Mainframe Entertainment Inc.

WHAT THE..?

Demystifying PS2 specialities

#03 Inverse Kinetics with Dan Baker, Saffire.

"This makes characters move and react in a realistic manner – bouncing off walls, crates, and even other players. Players might not be able to point out what's making the game better, but they'll know *something* is drawing them into the game, and making it more enjoyable."

IDEAS FACTORY

We'll welcome *WipEout Fusion* and *MGS2* with open arms. But where will fresh PS2 game ideas come from? Developers think they know...

TEAM MEMBER STUNT DRIVER:
"Fresh ideas will still come, as PS2's power opens up new avenues. But consumer expectation means bigger teams, longer development time, expensive tools and costly development. The barriers are too high for small developers."

JOHN BOTTI BLACK OPS:
"We're putting a dual track system into practice, where you use the cash flow from large, commercially successful products to fund smaller, more hobbyist games. So we'll still produce games that are a little bit different and more original."

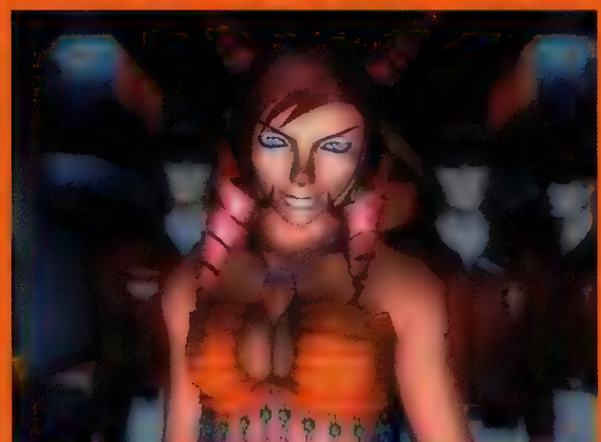
LORNE LANNING ODDWORLD INHABITANTS:
"I can't imagine anyone supporting creative efforts if they're not building on an already proven franchise. PS2 is not cheap to build for, and a ton of code needs writing. That means publishers taking less chances when it comes to creative ideas."

FRED MARKUS MIDWAY:
"I think you'll see new ideas springing from new limitations. We've got unlimited power at our disposal in PS2, so the new limiting factors are time and money. Innovation will come from new ways of making the most of both."

BE HAPPY!

"YOU'LL SEE GUN-FIRE SO DYNAMIC AND EXPLOSIVE IT'LL FEEL LIKE A JOHN WOO FILM..."

ALL IN THE GAME



YOU'RE LOOKING AT THE PAD, RIGHT? *The Bouncer* promises to be a title that sets an early standard for graphics and interaction, we'll have to see what follows next...

"WE'VE GOT UNLIMITED POWER AT OUR DISPOSAL IN PS2"

Fred Markus from Midway expresses his confidence in the black beauty.

BE HAPPY!

PS2, enemies will *learn*. "These are the plans we have for *Aliens: Colonial Marines*," reveals Jean-Marc at Check-Six. "If you're good at the game, you won't be for long. Enemies will adapt. They'll get smarter. They'll recognise what you're doing, change their behaviour, and render your tactics useless."

Eventually, it shouldn't be possible to distinguish between a human player and a PS2-controlled 'bot'. There's nothing complicated about why that's possible on PlayStation 2 – it's simply because the console has enough raw number-crunching power to calculate where CPU opponents should look, run and aim, without giving the game an attack of the judders.

"In *Munch's Oddysee*, all of our characters have a lot more memory to themselves and about what status and emotional states they're in," claims Lorne Lanning. "They'll feel like they're alive in their world. They won't just be standing around waiting for something to happen, but when something does happen, they'll display complexities of behaviour that we're just not accustomed to in videogames. Seeing will be believing." And the future? "Enemies will actually have insecurities, egos, likes and dislikes," he says. "Characters will be *aware*."

Better visuals. Bigger worlds. Eerily intelligent enemy behaviour. Coders can achieve simply staggering stuff on PlayStation 2. But it's hard work. What guarantees are there that developers won't simply settle for a nice cup of tea and an early night?

MONEY TALKS

Greg Zeschuk is impressed with PlayStation 2's power. But there's something else that attracts him to PS2. "It's the association with the name 'PlayStation'," he says. "This machine is the successor to the most successful home console of all time. We know PS2 will succeed, and the risk in developing a title for it is far less than with any of the other platforms. If we create a good game and market it well, we know we'll make money."

That – and similar sentiments from other developers – is your seal of PlayStation 2's quality. Almost every coder hit problems with PS2 – jaggies, flickering screens and so on – and it must have been tempting to turn their backs and head for an easier life somewhere else. But they slogged on. Because, quite simply, PS2 is guaranteed to make them money. Developers are motivated foremost by the desire to create great games, but they can't do that living on the streets. The promise of a huge market for PS2 games – 3 million alone in Japan to date – has and will continue to push developers towards bigger and better things for a share of that pot.

"It's a competitive industry," says John Botti of *Knockout Kings 2001's* Black Ops. "You want a healthy cash flow, and there's a tremendous opportunity to create the next brand name with PlayStation 2. And that doesn't just mean flashy graphics. *Tomb Raider* and *Resident Evil* didn't succeed on the back of their visuals, or Hollywood names in starring roles. They succeeded because they were great games."

That being the case, is there room for the smaller developer? Greg Zeschuk thinks so – just. "In some ways, you end up with big barriers to entry, and a very exclusive industry where only blockbuster titles with big licenses are feasible. But there's always room for the next *Tetris*, the next *Parappa the Rapper*." Sony are helping by encouraging 'Middleware' – tools that help teensier developers build 3D models, maps and tracks without delving too deep into PS2's hardware. It's restrictive, and can create repetitive-looking material, but it'll go some way to keeping small developers – with their quirky, innovative, Kojima-beating ideas – alive.

(NOT) THE END

Given the hype behind PlayStation 2, it's hardly surprising that videogames fans got jittery when early games suggested it might not live up to its potential. What *is* surprising is that most developers believe PlayStation 2 *will* live up to the promises of Sony's PR machine – and much, much more. It'll be hard work getting there, but give it a few months and you'll be seeing games of *Metal Gear Solid 2* coming and going as regularly as Robbie Williams' girlfriends. By 2001, *Ridge Racer 5* – and all its niggly faults – will seem like an antiquated parlour game.

And the only jagged lines you'll be seeing will be on charts plotting the ever-decreasing sales of PS2's rivals. PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

IT'S GOOD TO KNOW THAT PSM2'S RIGOROUS RATING SYSTEM IS APPRECIATED.

"The PS2 reviews seem fair... the DVD and PSone reviews are a nice touch," Ben Royle e-mailed PSM2. "It's the only mag whose opinions I trust because you seem to know what you're talking about," Tom Aizenberg from London informed us.

There were a few readers who felt a little unsettled at our lack of dishing out 90+ scores all over the shop, though. All we can say is: don't worry. Surely you'd rather PSM2 approached the games hype-free? And it's widely-known that the Japanese launch line-up was a little weak. The UK launch selection is much more promising... **PSM2**

If you feel a PSM2 review is unfair, treated a game harshly or praised it too much, then let me know. Send an e-mail to psm2@futurenet.co.uk.

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans

DUNCAN BAIZLEY

- **SPECIALIST IN:** Sports, Dancing
- **HAVING FUN WITH:** Jikkyou World Soccer

Bristol's lunatic-crazy Cornetto king cross-checked everyone's scores for complete accuracy. He's never wrong. Joel's *Armoured Core 2* review caused the most heartache this issue...

JOEL SNAPE

- **SPECIALIST IN:** Fighting, Shooting
- **HAVING FUN WITH:** Tekken Tag, The Bits girls

Joel's a passionate man. He loves life and Pop Tarts, but hates butter and *TVDJ*. With a passion. A few rounds of *Tekkan Tag* calmed his frazzled nerves. See him beat the Bits girls on TV!

DANIEL DAWKINS

- **SPECIALIST IN:** Sports, RPGs, Shooters
- **HAVING FUN WITH:** Jikkyou World Soccer

Dan joins the PSM2 team this month after his failed attempt at winning the Cannonball Run. He's a little bit taller than Joel, but not as strong as Duncan He likes smiling.

SEAN ATKINS

- **SPECIALIST IN:** Driving, Shooting
- **HAVING FUN WITH:** GT2000 demo

The uncommonly suave Catkins has spent the month getting a little too randy with a tiny plastic surfboard. He's from Exeter. See? THERE'S SOMETHING IN THE WATER DOWN THERE.

TIM WEAVER

- **SPECIALIST IN:** Sports, Shooting
- **HAVING FUN WITH:** TVDJ. No. That's a lie.

"He's not a man. He's a machine." Someone said that once about Tim. They'll never say it again. Tim looks so calm, but read his *X Fire* review to discover the real Weaver...

ROBIN ALWAY

- **SPECIALIST IN:** Driving, Shooting, Platform
- **HAVING FUN WITH:** Tekken Tag, Fantavision

Bob found himself drawn to our PSone, and its glittering promise of *Tony Hawk's 2*. We didn't get in the man's way; his fists and feet are powered by diesel, after all.

CERI THOMAS

- **SPECIALIST IN:** DVD movies, Internet
- **HAVING FUN WITH:** Big home-cinema sound

By day, Ceri is officially Lancashire's smallest human. But by night, he's the on-line head-itor of the Total Film website. He knows what DVDs you should feed your eyes.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Have YOU got yourself an import PlayStation 2 and fancy writing a short, informative review for PSM2? Found a pre-ordering bargain for the UK PS2 that the whole country should know about? What do you think about the PS2 games so far? Got any dirt on the review crew above? Share the wealth and mail us now!

›UNRIVALLED INFORMATION フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest, and arguably greatest, invention yet.
IMPACT POINT
LINKING EXPLOSIVES
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
MATCHER'S CHOICE
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HARD-HITTING シフモカノ キハウキア

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there are some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-90	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

›HONEST AND ACCURATE シフモカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin. Until issue three all reviews will be of Japanese releases.

›HONEST AND ACCURATE シフモカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シフモカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

DON'T MISS THESE:

PS2 REVIEWS

JIKKYOU WORLD SOCCER 080
Confused by the name? This is the Japanese version of *ISS* – see us compare it to *FIFA*.

DYNASTY WARRIORS 2 088
Over 30 characters hacking away at each other on one screen? See it for yourself...

TVDJ 91
X Fire 92
Armoured Core 2 94
Gradius 3 & 4 96
Surfroid 98
Eternal Ring 99

DVD REVIEWS

Men in Black: Limited Edition 100
Three Kings 101
Tarzan: Collector's Edition 101
Spinal Tap: Special Edition 101
You Only Live Twice 101
Erin Brokovich 101
The Maltese Falcon 101
Get Carter 101

PSone REVIEWS

Tony Hawk's Pro Skater 2 102
Formula One 2000 103
Speedball 2100 103
Dave Mirra Freestyle BMX 103
Moto Racer World Tour 103
Martian Gothic 103
ECW Anarchy Rulz 103

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOVEMBER 24 JAPAN NOW

JIKKYOU WO

"IS JIKKYOU WORLD SOCCER JUST A REHASH OF THE N64

JIKKYOU WORLD SOCCER 2000

"JIKKYOU IS INITIALLY DEEP AND UNCOMFORTABLE, UNTIL THE CHANGES MELT TO REVEAL A MILDLY FLAWED GEM"

The Japanese version of *International Superstar Soccer* arrives on PS2. But will *Jikkyou* crumple under the weight of Big Match expectation? It could be close...

REVIEWER: Daniel Dawkins

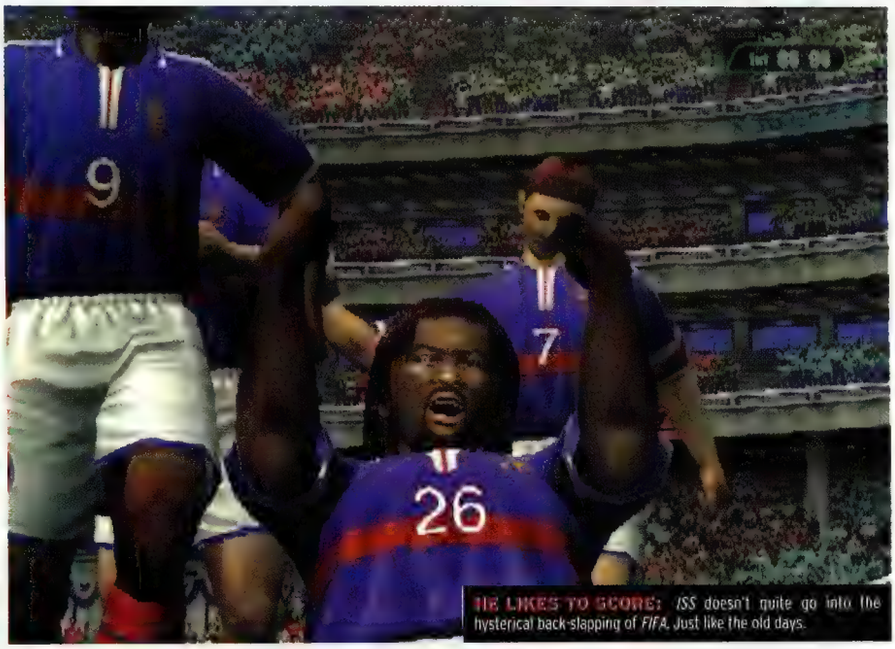
Just to confirm the rumours, this isn't the graphically enhanced version of *International Superstar Soccer Pro: Evolution* that everyone wanted. *Jikkyou* is a new game with different merits, and some people are going to confuse these changes with a drop in quality and feel disappointed. But remember how everyone saw Dwight Yorke as a poor replacement for Cantona, until Yorkey went and won the treble? The feeling is the same here. *Jikkyou* is initially deep and uncomfortable, until the changes melt to reveal a mildly flawed gem.

So is *Jikkyou* just a rehash of the N64 version with flashy graphics? Well kind of, because the old 'if it ain't broke' cliché applies. The free-flowing passes, flicks and through balls of the N64 original have been retained, while the radically enhanced graphics shimmer with special touches. *ISS* veterans who fear the worst should rest easy. Passing feels the same, scoring is just as tricky and a slight reduction in tactical depth is offset by increased trickery and the new found ability to show-off. Care to know more? ▶

"THE FREE-FLOWING PASSES, FLICKS AND THROUGH BALLS HAVE BEEN RETAINED, WHILE THE RADICALLY ENHANCED GRAPHICS SHIMMER"

For many gamers, this'll be their first experience of *ISS*. Why should they care about changes to the old formula? Well, the *ISS* games on PSone were playable beasts that inspired almost religious devotion from their players – many of whom vowed never to touch *FIFA* again. A lot of hopes rode on this PS2 version. The reason that *Jikkyou* feels different to *ISS: Evo* is that it was developed by KCEJ, parents of the N64 version, and not the PSone team of KCET.

"KEEP SHIFTING LEFT... CHEERS" The game is so detailed, you can almost spot the keeper's brand of mineral water.



HE LIKES TO SCORE: *ISS* doesn't quite go into the hysterical back-slapping of *FIFA*. Just like the old days.

INFO

- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Footba...
- **PRICE** ¥6,800 (see pg99)
- **EXTRAS** 1-8 Players, MultiTap, DualShock 2 Analogue, Memory Card

DETAILS

- 98 International Teams, including all the home nations.
- Awesome Replay mode, with the ability to save great goals.
- Six stadiums, four weather conditions and day/evening/night matches.
- Ten game speeds to choose from, as well as five difficulty levels.
- Flexible game camera with ten levels of height, zoom and perspective.

The 'Options' screen on Success mode suffer. You enjoyment won't.

RLD SOCCER

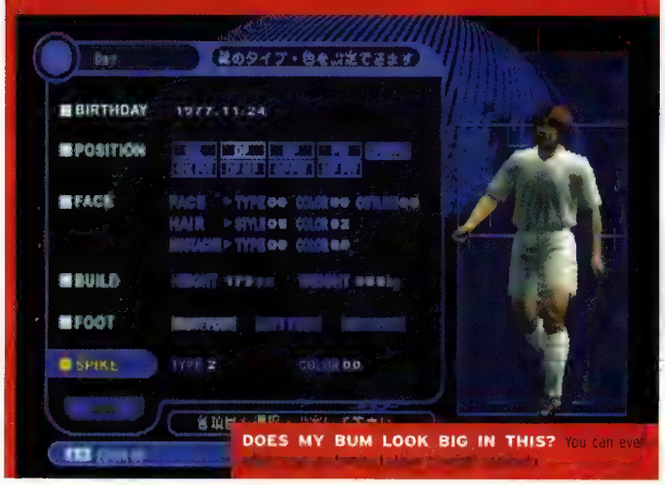
VERSION WITH FLASHY GRAPHICS? WELL, KIND OF..."

TO BALDLY GO
Zidane brings his own rings to run 'round the Argentinians with.

SPICE BOYS

The ability to edit player attributes is unrivalled. You can set every detail from birth date, body shape and boot colour. Try giving Holland and Juve's Edgar Davids a bald spot to rival Neighbours legend Jim Robinson. Then why not line up your Sunday side against Brazil. Decisions, decisions...

DANCING QUEEN: Create a team of hair-sprayed lady-boys. If you don't get footballers you might get disco champions.



DOES MY BUM LOOK BIG IN THIS? You can eve

The first thing to strike you is the purity of the presentation screens compared to the garish look of the old *ISS*. The new stylings are redolent of *WipEout*, adopting the stylish blue and black colour scheme of your spanky new PS2. The Japanese text is no problem outside of the Success and Scenario modes, so you'll soon be engaged in a good old Cup, League or Exhibition match.

GLAMOUR KID

In comparison to the *FIFA* games, *ISS* has always lacked atmosphere and glamour. It was David Batty's underpants next to Ron Atkinson's gold watch. Thankfully, things are moving in the right direction in *Jikkyou*. We now get flag waving team introductions and a somewhat arbitrary coin toss between the rival captains. Sadly, the intensity is diluted when the camera pans out on the Duplo-like stadiums full of what appear to be cardboard fans.

Thankfully, the players themselves look pretty fabulous. A fair attempt has been made to model them on their real life counterparts, with mixed success. As expected, Beckham is bald and Seaman resembles a moustached lion – but you can only distinguish between the other English players by their skin colour. The other international teams fare the same, so you'll recognise the big stars like Zidane, while everyone else looks suspiciously Asian, even the grizzled East Europeans.

Animation is impressive: players chest, shimmy, flick and receive passes with believable ease. There are a host of really special touches such as the way your men raise their arms to

LEARNING TO SAMBA: The Brazilians get back to the training ground after a string of dismal performances.

"IN COMPARISON TO FIFA, ISS HAS ALWAYS LACKED GLAMOUR. IT WAS DAVID BATTY'S UNDERPANTS NEXT TO RON ATKINSON'S GOLD WATCH"

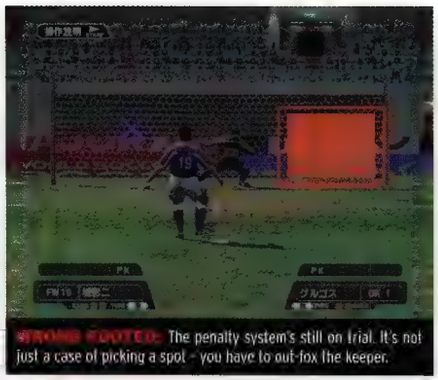
INSIGHT

- Konami Computer Entertainment Osaka (KCEO) travelled world-wide to research the big match atmosphere – gits.
- The UK version will be heavily cross-sponsored by sports kit manufacturer Umbro.

JIKKYOU WORLD SOCCER 2000

"NOT ONLY DO THE PLAYERS LOOK REAL, BUT THEY HANDLE LIKE THEIR REAL LIFE COUNTERPARTS"

SNOW JOKE: PS2's graphics engine gives real depth to the otherwise pointless match day weather effects



WRONG FOOTED: The penalty system's still on trial. It's not just a case of picking a spot - you have to out-fox the keeper.

REAL REAL REAL

Not only do the players look real, they handle like their real life counterparts. Michael Owen is a little speed demon and Maldini is solid as a rock. The realism extends to the teams themselves. So the Welsh defenders tend to crumble like economy digestives. Oh, dear.

THE LION, THE PITCH AND THEIR WARDROBE: Seaman, Campbell and pals look forward to a brave new adventure.

INCH PERFECT: Thanks to the precision slide tackling system, you can crop anyone, provided you take the ball first.

BEEKS TO THE WALL! The free-kick maestro scoops the ball up and plans another teasing shot.

DO THE BART-MAN: You get the gist of the personalities, rather than instant recognition

GET THE CHEERS IN: Crowd effects include some unconvincing synchronised flag-waving.

"OUR JAPANESE CORRESPONDENT WARNED US THAT THE GAME WOULD ONLY RUN AT FULL SPEED WITH ALL THE IN-GAME RADARS TURNED OFF"

block point-blank face shots. Quite often, the best touches occur off the ball. On some occasions, players get spotted tussling by the referee and make a big song and dance of making friends. As they stroll out of sight, one player will invariably sneak in a cheeky nudge on his opponent. Moments like this really draw you in to the action and heighten the feeling of reality.

REDUCE SPEED NOW

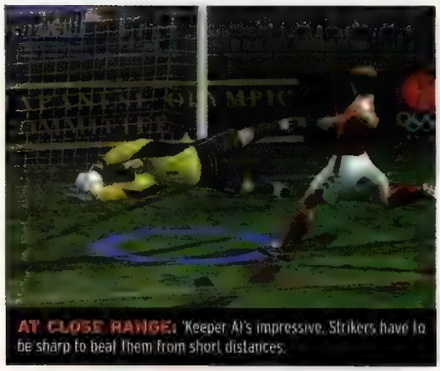
Sadly, the realism is extinguished when the screen gets too packed with players. In an unfortunate sub-*Matrix* fashion, the graphics begin to S–L–O–W right down, almost crashing to a split–second halt. This is funny the first time it happens when, say, a shot rockets 20 metres over the ba. But it's a lot less chucklesome when you're involved in a midfield tussle, one goal down with only seconds on the clock. Our Japanese correspondent had warned us that the game would only run at full speed if you turned off all of the in–game radars and player indicators. Flippin 'eck! But when the dust settles and the game is adjusted, the slow-down virtually disappears. Only a true miser could claim that the gameplay gets ruined.

And there's a lot of game to ruin. The *ISS* series has always been effortlessly playable games featuring perfect passing and a truly ▶

IMPACT POINT

Impact point? You betcha' - the harder you whack the shoot button, the faster the shot goes. Analogue buttons are the future of gaming!

DRY-WALL MALDINI: well translated into individual styles of play.



AT CLOSE RANGE: 'Keeper AI's impressive. Strikers have to be sharp to beat them from short distances.

"SHEER FELL OOOVER" The rules still apply – tackles from behind will result in a card... if you're seen, of course.

SPOT THE BALL-PLAYER: Like *FIFA*, *ISS* makes every effort to demonstrate its realism by showing off Zidane's head.

PASS AND MOVE

It's easy to get play flowing – tap Pass before your player gets the ball and he'll play it first time. Think ahead to chain multiple passes in advance. One-two's only require a single button press, as do the incredible through balls. Marvel at the AI of your team mates as they dart into defence-splitting positions. Superb...

PASS MASTERS: Quick one-twos, through balls and clever movement are the only ways to unlock tight defences.

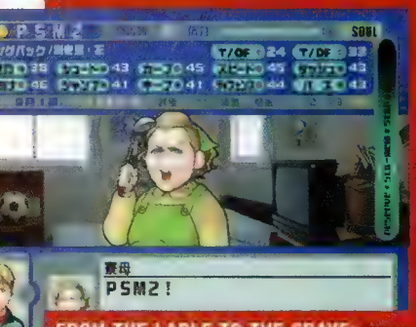
SHUTDOWN: The emphasis is on defensive as well as attacking play. Midfield jumpers round the ball stifles passing teams.

LOADSA MODES

There's a 64 team International Cup, a fully customisable League mode and a training ground for unopposed play and set piece practice. The great Scenario mode lets you replay historical matches, while the clearly insane Success mode is an RPG affair where you take a kid from his bedroom to the World Cup final – disturbingly addictive, despite the Japanese text.

GOLDEN YEARS: It's 0-0 with only minutes to play, and Ukraine have a penalty.

KWIK SAVE: Messing with football's illustrious time line has never been as much fun.



FROM THE LADLE TO THE GRAVE: Success

WHY THE LONG FACE? Even your boss has to

FIST AND SHOUT: Your team mates won't think

▶exceptional 'through ball' feature. There are relatively few greater moments in videogaming than breaking a two player deadlock with a laser-accurate through ball past your mate's helpless defenders. They'll be devastated by your tremendous display of guile and timing. Prepare for more deadlocked two-player battles, because that feature is back in force.

DIGITS AND ANALOGUE

In many respects, *ISS* has traditionally been the anti-*FIFA* of gameplay. EA's game focuses on the flash and skimps on realism. A *FIFA* game is likely to end 5 – 5 after a string of dizzying solo goals and overhead kicks. By contrast, a game of *ISS* might end 1–0 after an intriguing cat–and–mouse encounter, characterised by fluid passing and the odd opportunistic finish. Thankfully, it's business as usual in *Jikkyou*, except for the neat addition of some *FIFA*-style tricks and shimmies. The precision slide tackles also survive, so you can indulge your wildest Sol Campbell fantasies. The analogue capability of the buttons has been used brilliantly, and they can be redefined to resemble the old PSone set up – just select Type 2 controls. Most importantly the game never resorts to a *FIFA*–like series of solo runs, the tactical balance remaining intact.

However, the almost chess-like tactics of PSone *ISS* have been toned down. In *ISS* you had to play in the style of your chosen nation to get

KEEPING IT TIGHT: Adjustable camera angles give you the choice of narrow or wide views of play.

JIKKYOU WORLD SOCCER 2000

"THE STARKEST CRITICISM IS THAT IT ISN'T THE REVOLUTIONARY LEAP WE HOPED FOR"

STROLL ON: The French look casual in their movements, the English charge around the field like headless chickens and the Argentinians go down... a lot.

BAG OF TRICKS

There are loads of ways to humiliate defenders. When stationary, use the Run button for a cheeky dummy or tap it wildly when in motion to access more twists than a greased Zidane. Our favourite is the insolent flick up, just press Lob when stationary before passing, heading or launching a spectacular overhead kick.

"JIKKYOU HAS RETAINED THE REWARDING LEVEL OF DIFFICULTY. THE KEEPERS DON'T FLAP LIKE MUPPETS OR FALL PREY TO 'SWEET SPOT' SHOTS"

INSIGHT

A new *ISS* game from PSone coders KCET will launch in Japan in March 2001! See the first shots from the Tokyo Game Show in issue PSM2#03. This should be good...

the best from your players. For example it was easier to win with Italy by playing counter attacking football. The actual emphasis on formations and tactics is a lot less rigid in *Jikkyou*, because of the extra tricks and increased free roaming of players from position. Some will lament these diluted strategies, others will relish the new found freedom – and it's hard not to incline to the latter.

LIVING IN THE PAST

Jikkyou has retained the same rewarding level of difficulty. The keepers don't flap like muppets or fall prey to unstoppable 'sweet spot' shots. The longevity owes much to new game modes, such as an Olympic competition, U-23 mode and the fabulous Scenario mode – where you take control of historic matches at a defining moment in an attempt to overturn history. As you line up David Beckham for a free kick outside the box, one-nil down against Scotland with 30 seconds to play, it's easy to come over all Alan Green and start burbling excitedly... "He lines up... he SHOOTS... bugger."

So should you rush out and buy *Jikkyou* today? Truthfully – probably not. This is a Japanese import-only game, *Jikkyou* not *ISS*. All the little annoyances like the slow-down, inaccurate player names and inane Japanese commentary should be rectified before the UK release. The latest build of PS2 *ISS* at ECTS looked brighter, faster, sharper and had the correct player names thanks to Konami's recent acquisition of the FIFPro licence. *Jikkyou* is essentially a rushed release to appease hungry Japanese fans.

The starkest criticism is that it isn't the evolutionary leap we hoped for. PS2 *FIFA* has already set the graphical standard and this falls short. We hoped for far silkier animation, greater player characterisation and higher levels of team intelligence and cohesion – more like the beautiful game itself. *Jikkyou* is far from a bad game, it's just a very good *disappointing* one. If the *ISS* series is Manchester United, then *Jikkyou* is them finishing second in the Premiership. When all the expectation and disappointment is forgotten, you've still got a bloody good team with thunderous potential. **PSM2**

International Superstar Soccer will be out in the UK for the launch of PlayStation 2. For now, turn the page for the Jikkyou *vs* FIFA *PS2 showdown... it's a thriller.*

NICE ARROWS: The dead ball directional system gives accuracy, but opponents can see your plans a mile off.

ZIDANE'S CHOICE

1 **ISS PRO EVOLUTION**
Still the king of footy games... just. Watertight gameplay and insane tactical depth make it so.

JIKKYOU WORLD SOCCER
A fantastically playable sideways step, that may upset *ISS* purists. It's all about expectation.

ISS PRO '98
Older with wobblier graphics. More instant than *Evo*.

PSM2 VERDICT

GAMEPLAY
+ Thrilling passing, great AI and revolutionary analogue controls.
- Tactics a bit superfluous, scoring difficult

GRAPHICS
+ Nice incidental touches and close detail.
- Looks a bit dull with frustrating slow-down.

SOUND
+ Nice thuds and cheers.
- Forgettable music, babbling Japanese commentary

LIFESPAN
+ Tournaments galore, multi-player madness and hidden tricks.
- You might prefer a game with more instant thrills.

OVERALL
Not the best football game ever but settles for great playability and the odd touch of genuine class without rewriting the rule book.

81

LATE WINNER

FIFA vs JIKKYOU

Two teams. One winner. The giants of videogame football square up.

Nobody plays PS2 longer, harder and faster than PSM2 – and *nobody* is better placed to deliver the big match verdict. We've played both games to destruction, tearing out and comparing those little details that matter to *you*, the special touches that separate the Premiership leaders from the chasing pack. *Ooo, Jikkyou* or *Livin' La FIFA Loca*? So, who's got the nerve when it comes to the big occasion? Your blow-by-blow guide to football supremacy starts here.

GRAPHICS

FIFA exudes class with its fluid animations and smooth, but insane detailing. *Jikkyou* lacks this crispness, and the slow-down clinches it.

1-0
Graphics

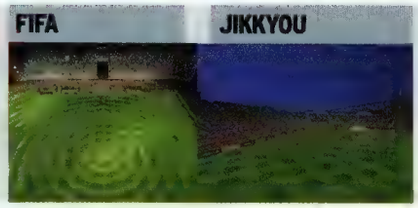
TEAMS

There's 47 International teams in *FIFA*, compared to *Jikkyou*'s 98. However, *FIFA* also has club teams – we'll take Barcelona over Honduras any day.

2-0
Graphics
Teams

STADIUMS

The glorious *FIFA* stadia look vast and alive, with cameramen, luscious lawns and pitch-side activity. *Jikkyou* looks a bit Blue Peter in comparison.



3-0
Graphics
Teams
Stadiums

TOUCHES

The raison d'etre of the *FIFA* series is run perilously close by the new atmospheric details in *Jikkyou*. But the post goal celebrations seal it for EA.

4-0
Graphics
Teams
Stadiums
Touches

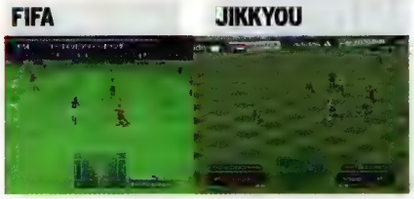
MODES

FIFA has all the cups and leagues you'd expect, but *Jikkyou*'s amazing Scenario, Training and Success modes take the biscuit.

4-1
Graphics
Teams
Stadiums
Touches
Modes

PASSING

FIFA's passing produces less consistency than curried laxatives. Conversely, *Jikkyou* ebbs, flows and enthrals like the Liverpool side of the '70s.



4-2
Graphics
Teams
Stadiums
Touches
Modes
Passing

SHOOTING

The fantastic flexibility of *Jikkyou*'s analogue shots are more than a match for the initially satisfying, but ultimately shallow, 'sweet spot' shots of *FIFA*.

4-3
Graphics
Teams
Stadiums
Touches
Modes
Passing
Shooting

TACKLING

The slide tackles and nudges of *Jikkyou* are precision affairs – cynical challenges get punished. *FIFA*'s comic lunges would make Roy Keane blush, while the inconsistent refereeing infuriates.

4-4
Graphics
Teams
Stadiums
Touches
Modes
Passing
Shooting
Tackling

HEADING

Headers are easier and less realistic in *FIFA*, so it seems natural to incline towards the subtle knock downs and flicks of Konami's game.

4-5
Graphics
Teams
Stadiums
Touches
Modes
Passing
Shooting
Tackling
Heading

CROSSING

If you want every single button press to resemble a Beckham-esque sure-fire winner, choose *FIFA*, because *Jikkyou* is a tricky but rewarding analogue affair.

4-6
Graphics
Teams
Stadiums
Touches
Modes
Passing
Shooting
Tackling
Heading
Crossing

TRICKS

One of *FIFA*'s perennial strengths. *Jikkyou*'s moves are difficult but satisfying, and only slightly less varied than *FIFA*'s bevvy of shoulder button acrobatics.

5-6
Graphics
Teams
Stadiums
Touches
Tricks
Modes
Passing
Shooting
Tackling
Heading
Crossing

CORNERS

Jikkyou has attempted to mirror the fabulous 'transparent arrow' of the *FIFA* games, but fails to capture its panache or ability to disguise your intentions.

6-6
Graphics
Teams
Stadiums
Touches
Tricks
Corners
Modes
Passing
Shooting
Tackling
Heading
Crossing

FREE KICKS

While both games make it nigh on impossible to score Roberto Carlos screamers, *FIFA* uses the same superior system as its corners.

7-6
Graphics
Teams
Stadiums
Touches
Tricks
Corners
Free Kicks
Modes
Passing
Shooting
Tackling
Heading
Crossing

PENALTIES

Contentious, because some people like making the frantic attempts to match the striker and goalie squares in *Jikkyou*. We don't.

8-6
Graphics
Teams
Stadiums
Touches
Tricks
Corners
Free Kicks
Penalties
Modes
Passing
Shooting
Tackling
Heading
Crossing

JIKKYOU WORLD SOCCER 2000

"WE'VE PLAYED BOTH GAMES TO DESTRUCTION, TEARING OUT AND COMPARING THE LITTLE DETAILS THAT MATTER"

TACTICS

Jikkyou uses morale to differentiate between form players – a nice touch. While its tactical system could be more intuitive, *Jikkyou* is Arsene Wenger to *FIFA*'s Bobby Gould.

FIFA

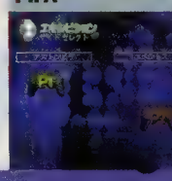
JIKKYOU

8-7	
Graphics	Modes
Teams	Passing
Stadiums	Shooting
Touches	Tackling
Tricks	Heading
Corners	Crossing
Free Kicks	Tactics
Penalties	

MULTI-PLAYERS

FIFA is great for post-pub one nighters, it's instant cartoon fun for lazy gamers. If you want gritty, tactically intense competition with established pals, *Jikkyou*'s the only choice.

FIFA



JIKKYOU

8-10	
Graphics	Modes
Teams	Passing
Stadiums	Shooting
Touches	Tackling
Tricks	Heading
Corners	Crossing
Free Kicks	Tactics
Penalties	Analysis
	Replays
	Multi-players

ANALYSIS

Even allowing for the Japanese, *FIFA*'s vapid stats make little sense. *Jikkyou*'s are poor, but still more informative.

FIFA

JIKKYOU

8-8	
Graphics	Modes
Teams	Passing
Stadiums	Shooting
Touches	Tackling
Tricks	Heading
Corners	Crossing
Free Kicks	Tactics
Penalties	Analysis

ANNOYING BIT

After romping to a 6–0 cup victory on your first go of *FIFA*, you'll wish for a realistic challenge. At least you didn't have to suffer *Jikkyou*'s often horrific slow-down.

FIFA

JIKKYOU

9-10	
Graphics	Modes
Teams	Passing
Stadiums	Shooting
Touches	Tackling
Tricks	Heading
Corners	Crossing
Free Kicks	Tactics
Penalties	Analysis
Annoying bit	Replays
	Multi-players

REPLAYS

Both games have extensive replay modes with sufficient memory to capture the build up to major incidents. It's a close call, but *Jikkyou*'s zooms look sexier.

FIFA

JIKKYOU

8-9	
Graphics	Modes
Teams	Passing
Stadiums	Shooting
Touches	Tackling
Tricks	Heading
Corners	Crossing
Free Kicks	Tactics
Penalties	Analysis
	Replays

BEST BIT

Jikkyou's intuitive, rewarding and structured gameplay, or an wealth of anal peripheral details, like players warming up. Should we spell this out?

FIFA

JIKKYOU

9-11	
Graphics	Modes
Teams	Passing
Stadiums	Shooting
Touches	Tackling
Tricks	Heading
Corners	Crossing
Free kicks	Tactics
Penalties	Analysis
Annoying bit	Replays
	Multi-players
	Best bit

PSM2 VERDICT

JIKKYOU WORLD SOCCER 2000 LIFTS THE PS2 CUP

The contest looks close, but *Jikkyou* triumphs in all the key areas – aesthetics proving no substitute for solid gameplay. Most interestingly, both games are making progress with their obvious deficiencies, so the respective UK releases could create a much closer rivalry. And when Konami and EA release their true second generation titles, sparks will fly. We'll take another look at the UK versions in issue #04.

SAMURAI SHOWDOWN
Cut-scenes are used to good effect to highlight crucial points in the battle.

OUT UK LAUNCH JAPAN NOW

DYNASTY WARRIORS 2

Attack! Slash! Kill! Maim! Hang on, this might require a little more thought.

REVIEWER: Joel Snape

Your first foray into *Dynasty Warriors 2* will be a headlong sprint into densely packed, and very irate, enemy swordsmen. After a short spell of wreaking merry havoc on all who dare oppose you, you'll find yourself totally surrounded and wondering where all your heavily armed mates are. Then you'll die a glorious, pointy death. This is because *Dynasty Warriors 2* is not just a beat-em-up, but is also – *ah ha* – tactical.

The combat itself isn't particularly inspiring – playing like a chaotic combination of *Soul Blade* and *Nightmare Creatures*, with bog-standard combos of slashes, dash and jump attacks, and a chargeable move for those tricky buggers who insist on blocking. The Musou attack sends your character into an impressive, screen-clearing frenzy of stabbing, but after you've killed a few hundred people the novelty starts to wear off – which is where *DW2's* well-implemented strategy element takes the game onto another level of subtle mayhem.

If you want to avoid those unpleasant, spear-themed Butch and Sundance moments, you have to keep your own escort with you as backup. As long as you deal with the enemy commanders and generals, they'll happily mop up any stragglers you leave behind. Leaderless troops rout, a cheer goes up above the screams

"LEADERLESS TROOPS ROUT AND A CHEER GOES UP ABOVE THE SCREAMS OF THE FATALLY INJURED WHENEVER YOU KILL SOMEBODY IMPORTANT"

IN THE THICK OF IT: No matter how many enemies you're hitting, the action never slows – that's PS2 processing power.

INFO

- **DEVELOPER** KOEI
- **PUBLISHER** KOEI
- **GAME TYPE** Fighting/Strategy
- **PRICE** ¥6,800 (see pg99)
- **EXTRAS** DualShock 2 Memory card

DETAILS

- 20 playable characters, including nine immediately accessible ones with different mission objectives.
- 5 stages in Musou mode, 8 in Free mode.
- Semi-factual plot based on Chinese civil wars.

You'll miss out on the subtleties of the story, but violence is the same in any language.

TO THE DEATH: Occasionally you'll come across another main character. They'll kick your head in. Get your mates on them.

FAT CITY: Character-wise, there's a morbidly obese one, a muscular one and a cute girl. Imagination run riot then, KOEI?

"THE DEVELOPERS HAVE IMPLEMENTED THE MOST HORRENDOUS FOGGING WE'VE SEEN ON PS2"

of the fatally injured whenever you kill somebody important and, in a stroke of genius, the super-hard enemy commanders run away whimpering once you've slaughtered all their troops.

There's plenty of cutting off reinforcements and securing objectives, but the emphasis is on getting into the thick of the battle and doing your own dirty work. If you've seen the Akira Kurosawa classic *Yojimbo*, it's a bit like that – if not, think *Braveheart* or *Gladiator*, except set in feudal China. But, with thirty-odd katana wielding nutters on-screen doing nothing to slow down the action (sudden, ominous, thunder in background), a terrible price has been paid to achieve this.

Having the battle stretch off to the horizon would be nigh-on impossible to process, so the developers have had to implement the most horrendous fogging we've seen on PS2 so far – it's glaringly obvious, and in some levels, it's actually pink. KOEI, of course, know how ugly it is, which is why they've cunningly tried to minimise its effects with some viewpoint trickery. Unfortunately, this tends to mean that you can't see *quite* far enough ahead to stay abreast of the action, so it's all too easy, for instance, to inadvertently blunder into an enormous enemy force without seeing them coming. The viewpoint hassles continue with the scenery – walls turn transparent if you stray too close to them, but trees are a menace, obscuring your sight while you get a thorough, if not terminal, kicking. Distressingly juddery controls make it all too easy to lose a fight simply because you inadvertently run past the energy-giving garlic bulb you need to survive, or because the button you jab to remount your horse makes you leap over it instead.

INSIGHT

Dynasty Warriors 2 is based around genuine events in the Ming dynasty, during the period known as the Three Kingdoms. It focuses on the struggle for power between the Wei, Uw and Su clans.

All too often, you'll die not because you weren't good enough, but because you just couldn't work out what was happening, damn it. Needless to say, when this happens towards the end of a half-hour long level, playing becomes a frustrating experience.

CUT THE CRAP-SCENES

Apart from these aggravating gaffes, there's very little *wrong* with *Dynasty Warriors 2*, but you'll find yourself ticking off the missed opportunities as you go. More scenic interaction would have been nice – tents and flaming cauldrons litter the landscape, but you can't slash them, open or kick them over. It's possible to fire arrows and pick up power ups, but you can't pick up different weapons for the climatic boss confrontations. Oh, and the fact that your trusted steed is incapable of jumping even a diced corpse would make Princess Anne spit.

As is the case with a frightening amount of games at the moment, there's a sense that the development team spent months rendering beautiful cut-scenes, only to skimp on the core details of control and gameplay. Which is a shame, because a title as good-looking, playable and involving as this deserves more than grudging admiration and the faint whiff of what could've been. **PSM2**

Dynasty Warriors 2 will be out at launch in the USA, but a UK launch has yet to be confirmed

IMPACT POINT

Horses – in some missions they're a luxury, in others they're a necessity, but they're always ace fun. Move fast, swipe at other riders with a big spear, or a lethal pair of swords, and mow fleeing infantrymen down under your thundering hooves. There's no other feeling quite like it.

BLAZE OF GLORY: Surrounded? Unleash a Musou attack, accompanied by some Matrix-style camera action.

RONIN'S CHOICE

1. **DYNASTY WARRIORS 2** A swarm of minor niggles team up to mar a potentially excellent game. Pity.
2. **KESSEN** Lovely cut-scenes, but with an emphasis on strategy. Nice, but lacks that visceral thrill.
3. **ONIMUSHA** Could well be better than both of the above. We just haven't played it yet.

PSM2 VERDICT

GAMEPLAY
+ Fast, furious carnage with just a hint of strategy. Perfect.
- Could do with more variation

GRAPHICS
+ Beautiful cut-scenes, loads going on.
- Not enough scenic variation, horrible fogging.

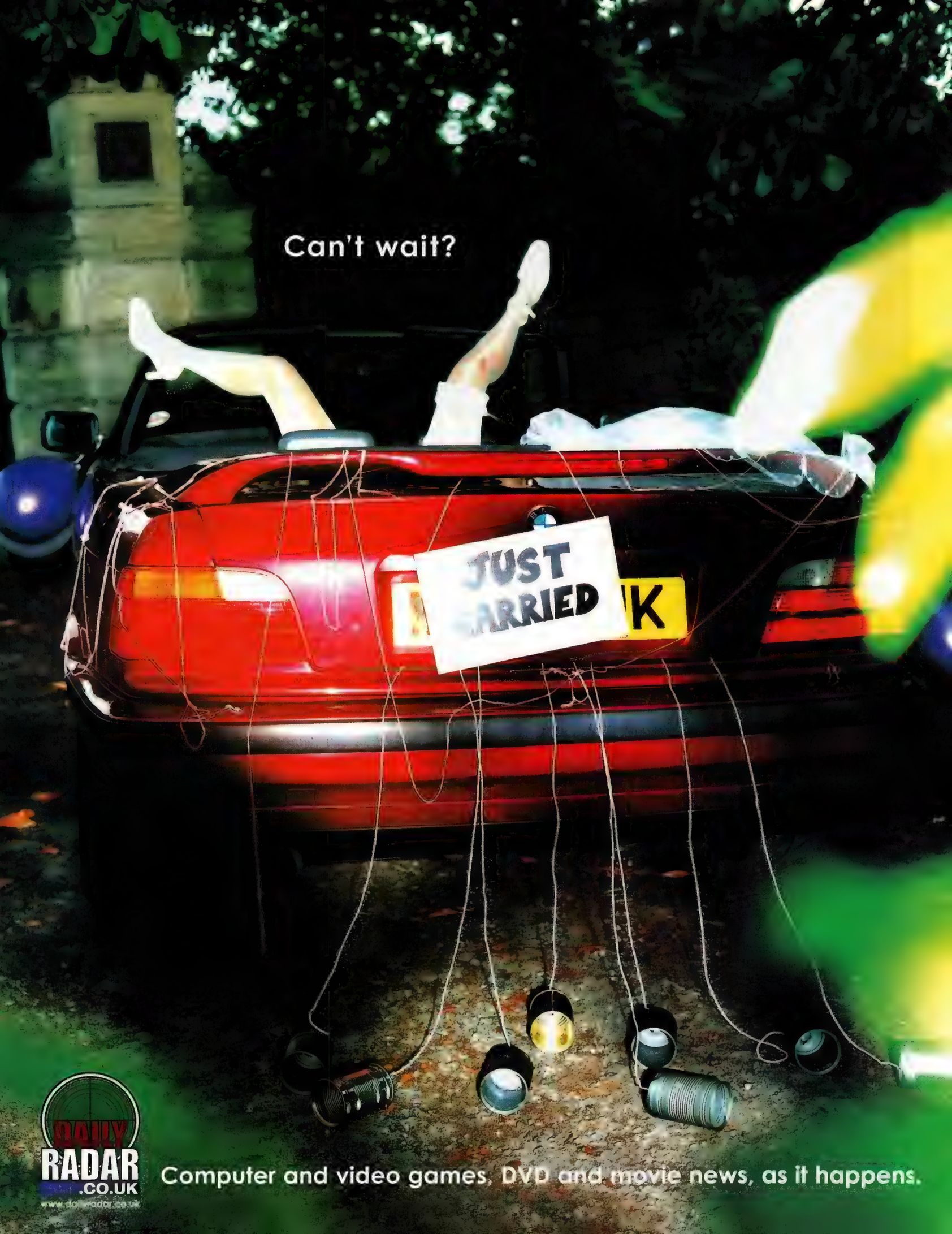
SOUND
+ Uplifting roars from your boys.
- Dull effects, appalling guitar-strangling soundtrack

LIFESPAN
+ Different mission objectives defined by your character..
- But they're all based on hitting lots of people.

OVERALL
Excellent game structure, slightly hampered by a lack of imagination in its execution. Still, suggests a future for tactical ultra-violence.

77

SWASHBUCKLING



DAILY RADAR .CO.UK
www.dailyradar.co.uk
Computer and video games, DVD and movie news, as it happens.

STORY BORED
The plot involves romance and bullying executives. But who cares?

OUT UK TBC JAPAN NOW

TVDJ

"No! The anvil's supposed to land on his *head*!" Who'd be a cartoon director, eh?

REVIEWER: Joel Snape

The heyday of being a cartoon director – of working your staff to lunatic deadlines, taking all the credit for their efforts, denouncing the odd communist and then having your head pickled in a fridge for science to resurrect in the future – is over. But wait, maybe it isn't too late, maybe *TVDJ* can recapture the magic of editing cartoons! No, only joking.

GIVE IT SOME SLAPSTICK

Considering how heavily reliant the game is on them, the animations involved are pretty shabby. The execrable *Dragon's Lair* series at least boasted Disney-standard visuals, which were entertaining to watch even in the absence of any noticeable gameplay. Rather than being purpose-drawn, though, *TVDJ*'s graphics have been created with black-outlined polygons, which make it look like a more angular version of Danger Mouse, only with horrible anti-aliasing problems and none of the dry wit.

Of course, the humour probably suffers because we don't understand Japanese, but since it seems to revolve around inflicting huge amounts of slapstick torment on the fat/nerdy characters, we're unlikely to be missing much.

ITCHY AND SCRATCHY

There are four cartoons, which each last around five minutes – yes, we'll get back to that – each of which is split up into about eight scenes. With us so far? In each scene, you're given four 'blocks' of animation varying in length, which you have to lay down into sections of exactly eight blocks each, with the game occasionally telling you which ones to use. How about one-three-two-two, or if you're feeling a bit crazy, three-four-one? This, of course, is exactly as much fun as it sounds. After completing the level (and you will,

"IT LOOKS LIKE A MORE ANGULAR VERSION OF DANGER MOUSE"

SENSELESS HUMOUR: Look! She's fat! And on a treadmill! It gets better. Honest.

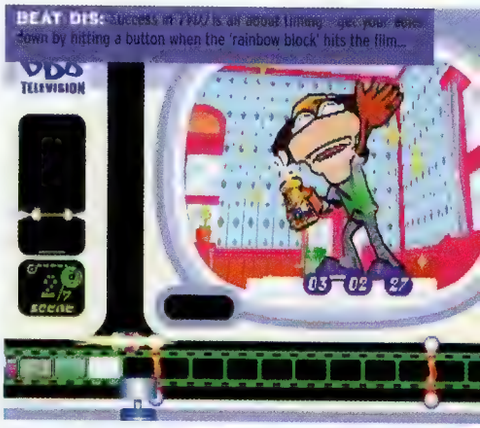
INFO

- **DEVELOPER** Sony
- **PUBLISHER** Sony
- **GAME TYPE** Cartoon Mixing
- **PRICE** ¥6,800 (see pg99)
- **ESSENTIALS** Memory Card

DETAILS

- Four Levels.
- Director's Cut mode with new effects.

The tutorial sections hands-on enough to work


BEAT DIS: Success in TVDJ is all about timing – get your bum down by hitting a button when the 'rainbow block' hits the film...
TELEVISION
SCENE
03 02 27

"YOU CAN COMPLETE THE GAME IN LESS THAN HALF-AN-HOUR"

at the first attempt, unless you just repeatedly jab at the triangle button), you're subjected to the results of your efforts.

For the full effect, try to watch an Animaniacs video while a younger sibling mashes away at the remote control's pause, rewind and tracking buttons. Otherwise, just imagine a cartoon that plays the same two-second segment of a cartoon lion firing a grappling hook seven consecutive times, occasionally freezing the screen mid-car chase. Presumably the intended effect is of a DJ scratching-style visual experience rather than an actual cartoon, but it doesn't work.

REACTION TEST-ICLES

Finally, to go back to the rather obvious point alluded to earlier – four cartoons lasting about five minutes each means that you can complete the entire game in just under half-an-hour. Doing so unlocks a Director's Cut mode which includes Fly's Eye and Negative Shading effects as well as the bizarre option to play all the animated clips backwards, but chances are you won't bother, because you would've already seen as much of the cartoons as any reasonable person could probably stand.

TVDJ, then: slightly worse than being drip-fed LSD and subjected to a barrage of reaction tests while you're trying to make sense of a bad episode of Ren and Stimpy... in Japanese. But only slightly.

An inspired translation might be worth a look. **PSM2**

INSIGHT

- *TVDJ* was originally titled *Be On Edge*.
- Apparently, snot-nosed characters are the height of Japanese comedy. As are men's testicles being trapped in the jaws of enormous clams. Mother.

MIXER'S CHOICE

1. **PARAPPA THE RAPPER** The twinkly-eyed grandfather of all this pad-pounding mixing lunacy.
2. **ROCK'N MEGASTAGE** Terrible to look at, but with some pleasant tunes and plenty of unintentional sniggering.
3. **TVDJ** We never want to see its like again... and we like cartoons.

PSM2 VERDICT

GAMEPLAY
+ Intriguing idea..
- Implemented about as badly as it possibly could be.

GRAPHICS
+ Nice cel-shading, occasionally amusing animations.
- Poor scene-jumping makes you worry you've broken your PS2.

SOUND
+ Full complement of cartoon screeches and explosions.
- Over-excited shrieking from the characters – break out the aspirin.

LIFESPAN
+ Everyone wants to play it.
- Completed in less time than it takes to get a pizza delivered.

OVERALL
Bravely original idea, albeit joyless to play and therefore hopelessly reliant on the cartoons... those really bad cartoons.

22

LAUGHABLE

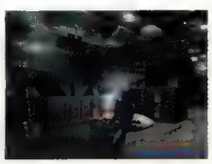
GET YOUR BACKUP:
The sheer number of opponents means that most situations require team support. But the attention soon gets on your nerves.
MAYA

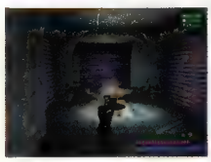
OUT UK NOVEMBER JAPAN NOW

X-FIRE

X marks the spot in EA's latest Japanese release, a sneak-em-up borrowing heavily from *Syphon Filter* and *Tomb Raider*. Can *X-Fire* possibly get the drop on *Metal Gear Solid 2*?

REVIEWER: Tim Weaver





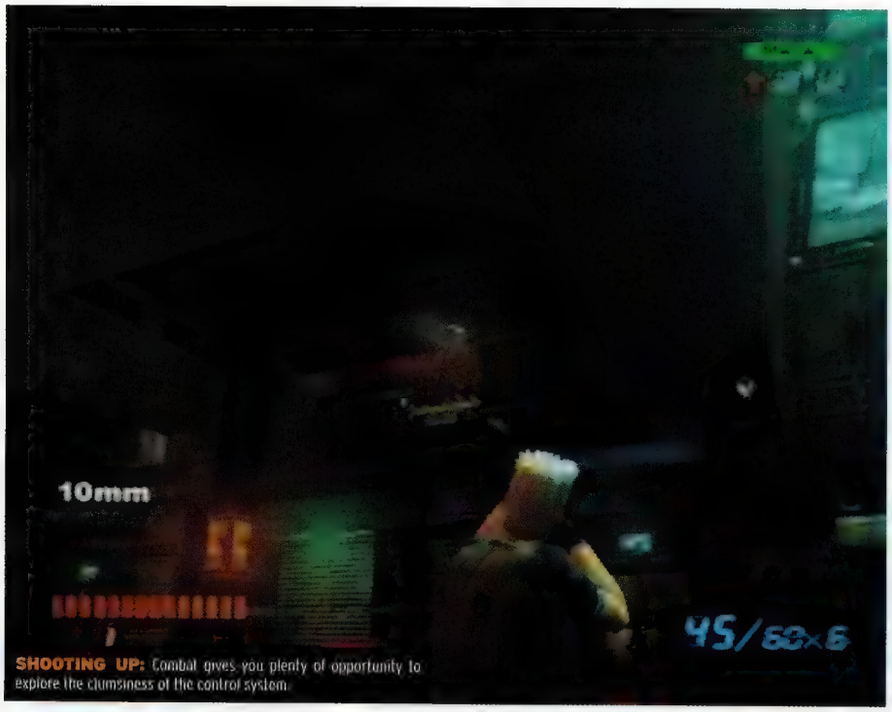
INFO

- **DEVELOPER** Jasrac
- **PUBLISHER** EA Games
- **GAME TYPE** Arcade action
- **PRICE** ¥6,800 (see pg99)
- **ESSENTIALS** 1 Player, DualShock 2 Memory Card

DETAILS

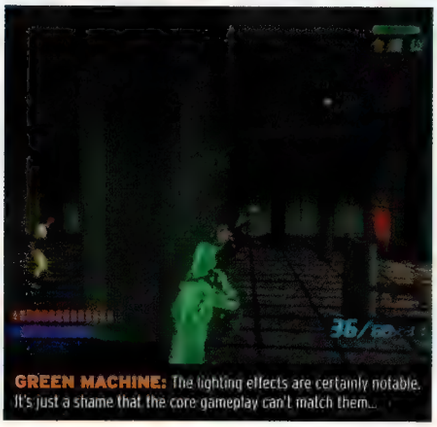
- Characters: Four
- Weapons: 17
- Pick-up types: Nine
- Switches: Millions

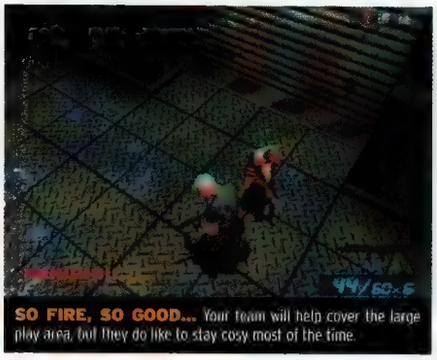
Except the story, everything else is easily navigable.

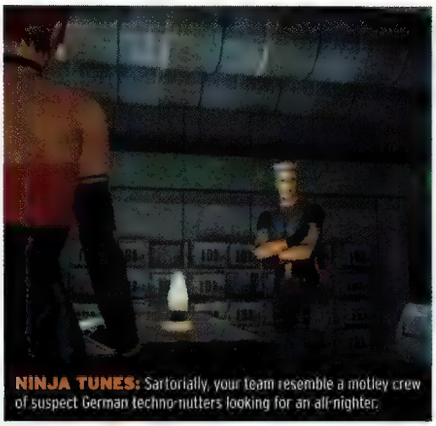


SHOOTING UP: Combat gives you plenty of opportunity to explore the clumsiness of the control system.

ANORAK-PHOBIA: Technicians and personnel may appear harmless at first, but they're not slow in pulling out a shooter.

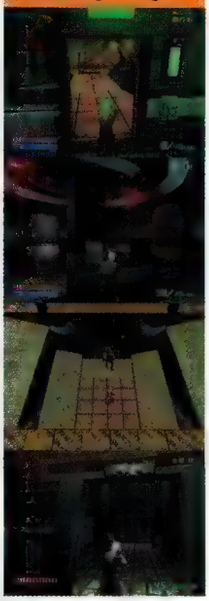

GREEN MACHINE: The lighting effects are certainly notable. It's just a shame that the core gameplay can't match them...


SO FIRE, SO GOOD... Your team will help cover the large play area, but they do like to stay cosy most of the time.


NINJA TUNES: Sartorially, your team resemble a motley crew of suspect German techno-nutters looking for an all-nighter.

IMPACT POINT

You're between fire-fights, so you decide to kill a little time with some brain-numbing conundrum. It's not long, though, before you realise every 'puzzle' in *X-Fire* amounts to dull, energy-sapping jogs down long L-shaped corridors and pressing a keypad *right next the bloody door you need to go through.*



This is one of those very rare games that completely and utterly fails to excel in any area. In almost ever respect it is staggeringly mediocre, obviously created by a programming team that – whilst talented enough to churn out a good-looking game with a decent, believable setting – are totally lacking in any original ideas whatsoever.

To say *X-Fire* (pronounced – sigh – *Cross-Fire*) is a bit like *Syphon Filter* would be to say that *Tekken Tag Tournament* is a bit better than *Mortal Kombat* on the Mega Drive. While on the scrounge, developers Jasrac have also managed to bleed *Tomb Raider* and *Rainbow Six* dry, right down even to their flaws, such as the game's team members behaving like *Rainbow Six*'s annoying supporting cast did, stopping behind you and moving *right up to your face*.

The story, set in 2037, follows the progress of a team of four agents (you know they're from the future because they've got, ludicrous hairstyles that couldn't even be achieved with the strongest L'Oreal has on offer, and leather shorts with varying leg lengths), all of whom have handily undertaken an evil-smashing exercise involving storming a hi-tech building. The script is completely impenetrable unless you're fluent in Japanese but the premise really is of little or no importance as *X-Fire* is nothing but a regular third-person shooter.

"A RELENTLESS TRUDGE THROUGH SAMEY CORRIDORS, FLICKING SWITCHES TO OPEN DOORS AND TAKING ELEVATORS TO COPYCAT LOWER LEVELS"

INSIGHT

- *X-Fire* uses the exact same double Analogue pad control system as the imminent first-person shoot-em-up *TimeSplitters*.
- *FIFA* (reviewed last issue) and *X-Fire* are the first games that American company EA have ever released in Japan first.

IT'S ALL DOWNHILL

What the game does wrong is begin with an opening level so dull the biggest challenge is to see whether you can stay awake. A relentless trudge through samey corridors, flicking switches to open doors and taking elevators down to copycat lower levels, leaves you feeling utterly drained of any will to continue. Fortunately, it does get better on the second mission, as further members of your team are uncovered, including token lovely Maya and slow-but-strong stereotype, Judd.

Like *Rainbow Six*, you can eventually plan routes and tasks for each of your team members, sending them off in different directions to perform separate mini-missions. This offers real scope in terms of longevity, though perhaps less in terms of tactics as, ultimately, the game still comes down to shooting enemies before they shoot you and seeking out switches which'll open (yawn) doors. Apart from when they get up close and personal, the AI of your team is relatively high, making gameplay easy enough to co-ordinate – and amusingly your fellow team members are so quick and accurate on the draw that often you can just leave them to walk into a room, kill all the enemies and then turn up when the job's done.

X-Fire's central problem, though, is that it just isn't special in any way, least of all in terms of its double Analogue controls, which make it buttock-clenchingly difficult to aim. Visually it's unremarkable and its one standout feature, the team dynamic, has been done better elsewhere, and really isn't enough to paper over the cracks of what's essentially a run-of-the-mill game. **PSM2**

X-Fire is set to hit the UK (renamed as X-Squad) in November

SNEAKER'S CHOICE

1. **METAL GEAR SOLID**
   The greatest stealth-em-up ever. Without a shadow of a doubt.
2. **SYPHON FILTER**
   Clumsier than *MGS*, but offering equally innovative ideas.
3. **TOMB RAIDER**
   Third-person movement done, for the most part, extremely impressively.
4. **X-FIRE**
   Lights years behind the PSone's best in terms of design and gameplay.

PSM2 VERDICT

GAMEPLAY
+ The stealth angle helps keep the game feeling fresh and taut.
- Extraordinarily basic puzzles and annoyingly clumsy controls.

GRAPHICS
+ Sharp and atmospherically lit.
- Crushingly unambitious closed-in environments.

SOUND
+ A hefty amount of speech.
- Same theme throughout and a definite lack of sound effects.

LIFESPAN
+ The introduction of the other characters adds something new.
- Linear levels leads to rapid repetition.

OVERALL
Average in almost every respect, *X-Fire* is a competent enough sneak-em-up but one almost entirely lacking in innovation.

56
UNEXCITING

A MECHING COUPLE: The two-player Arena mode suffers from unadventurous environments, and a lack of any real tension as you go head-to-head.

OUT UK TBC JAPAN NOW

ARMOURED CORE 2

There's gonna be a scrap around launch-time – the mech's are coming. Armoured Core 2 gets the first salvo in.

REVIEWER: Joel Snape

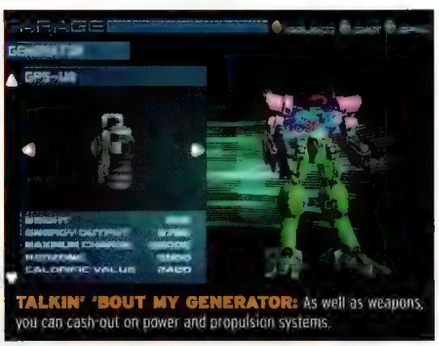
INFO

- **DEVELOPER** Sony
- **PUBLISHER** Sony
- **GAME TYPE** Mech combat
- **PRICE** ¥6,800 (see pg99)
- **ESSENTIALS** No analogue controls. Vibration and Memory Card compatible.

DETAILS

- Two-player split-screen or link-up mode.
- Garage mode, letting you replace all your mech's parts. Or turn it shark pink.
- Career mode including a mission-based storyline and Arena Duels with other mechs.

The intro text and voice-overs, but not briefings, can be set to English.



TALKIN' 'BOUT MY GENERATOR: As well as weapons, you can cash-out on power and propulsion systems.

Occasionally there comes a point when we at PSM2 just despair. We stare in disbelief at a game we were quite excited about, and try to understand how it all went so badly wrong. How, in fact, a development crew the size of a small Broadway musical failed to notice short-comings that any half-decent playtester would have spotted within five minutes. Sounds familiar? Well, *Armoured Core 2* is full of moments like that.

LEARNING CURVE-BALLS

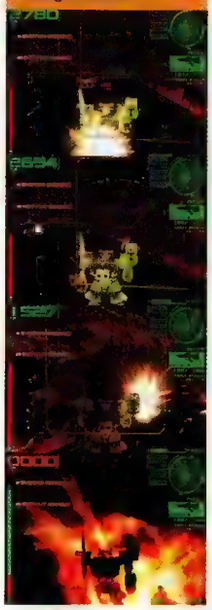
It all starts reasonably well, too. After wading through pages of introductory drivel, you're dropped into a level where you fight a range of mechs similar to your own. Get near them and they'll lay into you, but keep your distance and you can fire homing missiles at them without a chance of retaliation. Unsporting? Well, yeah... but savour the victory while you can, because on level two the learning curve spikes like a slasher victim's

FLAME-GRILLED HOPPER: Pushing down the left Analogue gives you an extended jet-burst. Ideal for leaping lava.

BETTER RED THAN DEAD: This early level pits you against superior numbers. They're crap, but much quicker than you.

IMPACT POINT

Oh no! They're behind you! Turn around! NO! It really is impossible to exaggerate how annoying the clunkiness of your machine is, as it reduces every confrontation to retreating and firing missiles, with lengthy missions little more than exercises in damage limitation.



ROBO-COPPED OUT
The well-designed mechs fail to mask the stench of gameplay sloppiness.

FEELIN' HOT, HOT, HOT: The graphics are crisp, and on rare occasions give you a brief reason to give *AC2* a chance.

TURN BABY, TURN: Enemies, especially in the air, quickly make mince-meat of your turgid 'bot.

cardiograph. It's here that the first airborne enemies appear, and it becomes horribly obvious why no UN-affiliated countries are pouring research money into enormous mechs. It's because they're complete toss at fighting anything that isn't a slightly smaller mech. Your most effective close-range weapon, a laser-lance, only hits things that are several metres in front and slightly to the left of you. Missiles take the same time to lock onto things that are behind walls as objects directly in front of you, so they're worse than useless, and turning 180 degrees takes – no exaggeration here – about five seconds. Frustrating isn't the word, but at least it's printable.

INSIGHT

- If you've got two import PS2s and a friend you don't really value, have them buy another copy for some link-up action.
- The main character is a Raven, a member of one of the most hated robot clans on Mars.

Most levels use the Mars-based plot to dispense with realistic architecture, so only Tonka toy-style vehicles littering the landscape, and a few buildings you can damage, give any indication of your size in relation to the surroundings.

Everything about *Armoured Core 2* hints at a solid game engine with the potential for a fun and involving game, which makes it more tragic that it's seemingly been put together so haphazardly. It's becoming frighteningly apparent that Japanese developers are happy to release games that contain the bare minimum of effort. **PSM2**

Armoured Core 2 hasn't yet been picked up for the UK

"YOU DON'T ACTUALLY DIE IN ARMOURED CORE 2 - YOU JUST END UP HORRIBLY SADDLED WITH DEBT"

LANCING IN THE STREET: Weaponry's expensive. You'll find yourself utterly frustrated, before you're well-armed.

OUT FOR THE ACCOUNT

You don't actually *die* in *Armoured Core 2* — just end up horribly saddled with debt. There's a comprehensive Garage option between levels that lets you buy new guns, engines and parts for your mech, which is a nice touch. Get blown up, though, and you'll be unable to complete later levels simply because you can't afford the upgrades that are vital to success. You won't win through skill alone, which makes the game feel more like a mech-management sim than the arcade experience it rightfully should be.

For a more balanced experience – or one where everyone suffers from the same handicaps – it's possible to play on a tournament ladder in the main game, or against a second player. Even this falls flat, though, since there's no real excitement to it – just a long war of attrition and trying to sneak behind the other character. Your mech's about the size of Metal Gear Rex, but there's no real sense of scale to liven things up.

MEGATRON'S CHOICE

1. **ZOE** Plot-driven mech-FX bonanza with added Kojima-san.
2. **GUNDAM SURVIVOR** The *Gundam* series - not especially deep, but good for stomping on things.
3. **GUN GRIFFON BLAZE** A bit of an unknown quantity, but the word from Japan is that it's fantastic.
4. **ARMOURED CORE 2** It has potential, but it's just so *slow*.

PSM2 VERDICT

GAMEPLAY
+ Pleasant enough, as long as you're in a long-range duck shoot.
- Weak controls make hand-to-hand combat a nightmare.

GRAPHICS
+ Excellent detail and animation on the robots.
- Level design gets a bit claustrophobic. Minor glitches.

SOUND
+ Scene-setting voice-overs and decent explosions.
- Whirrs, explosions and hums get a bit repetitive.

LIFESPAN
+ Plenty of custom options to mess about with
- No fun to be had in the Versus mode.

OVERALL
A promising title spoilt by the Godzilla mentality, where height and might come before speed and multi-paced action.

52

RUSTY

AIM FOR A LAUGH: The targeting system gives you few options when facing multiple enemies. It drives y'mad.

INFO
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Shoot-em-up
- **PRICE** ¥68,000 (see pg99)
- **ESSENTIALS** 1-2 Players Memory Card

DETAILS
- Alternate two-player mode. Just like the in glorious '80s.
- High-score swapping via Konami's website. Why?

The menu screens will take a while to carve through, but the in-game action's done enough.

BACK TO THE OLD SKOOL: This is *Gradius 3*. Can you spot the 10-year-long technological leap in the shots below? No?

MIND THE POLLEN COUNT: Seed pods fire a ridiculous amount of stuff at you, making them is purely down to chance.

JAPAN OUT NOW UK LAUNCH

GRADIUS 3&4

"Destroy them all!" booms a voice at the start of *Gradius 3*, and you're immediately taken back to a time when the arcades on the seafront were 20p a go... **REVIEWER:** Joel Snape

To get the obvious out of the way, yes, the graphics are terrible – *Gradius 3* looks every bit the SNES game it originally was. *Gradius 4*, released as an arcade last year, is visibly better, with occasional pretty reflections and smoke effects, but nothing that couldn't be done on the PSone. The intro's visually impressive, but not particularly involving, and you won't watch it more than twice.

FLAT PLANET

This, of course, isn't the death-knell for the game – because graphics aren't always important. The best sideways 2D scrollers were about manoeuvring through intricate attack patterns, bolting an implausible amount of weapons onto your tiny, frail-looking ship and tearing into Johnny Badman like Han Solo on crack. Unfortunately, *Gradius* manages to neglect all of this, along with everything else that made games like *R-Type* and *Salamander* classics. To begin with, your ship's so painfully slow that you need at least two speed-ups to even have a hope of dodging the ludicrous amount of flak on-screen when things get hectic. Then you realise that picking the 'double weapon' actually makes matters worse, because it uses half of your precious ammo to shoot in the wrong direction.

There's never a rewarding sense of destroying all before you, as most of the time you're struggling to stay alive. Oh, and even that voice gets on your wick. "Shoot the spores!" it chirps, as the mutant plants annihilate you in a barrage of pollen for the twentieth time. "You need more practice!" it advises, before sending you to the hi-score table, which, inexplicably, asks for your horoscope before letting you continue. "Try using the proton torpedo there!" suggests a helpful onlooker, moments before you brain them with a conveniently hard joypad.

"GRADIUS LOOKS EVERY BIT THE SNES GAME IT ORIGINALLY WAS"

BLOWING BUBBLES: This boss brings back fond memories of [illegible] classic. Then it murders you in a burst of laser fire.

INSIGHT
- *Gradius 3* recreates that 16-bit feeling right down to including a RAM/ROM check screen as it loads.
- The first *Gradius* game was released in 1982.
- There's a fight-all-the-bosses mode, if you want.

FRUSTRATION... RESENTMENT

It's almost impossible to convey how irritating *Gradius* is. The grouped enemies move and fire so randomly that completing any given section involves a large element of luck, and although it has eight difficulty levels, there appears to be little difference between them, except the odd cheeky salvo from a normally passive enemy craft. Shots come at you from behind bits of scenery and off-screen, and bosses take a ridiculous amount of damage before swatting you with an unstoppable avalanche of steel moths... or whatever.

It isn't completely unplayable, certainly, but you won't come away from *Gradius* feeling any emotions other than shame, frustration, and a deep, lingering resentment towards Konami. At least the rest of their PS2 line-up is looking much more promising... *MGS2* anyone? **PSM2**

Out at launch, but why punish yourself?

LANDO CALRISSIAN'S CHOICE

1. **SALAMANDER DELUXE** Futuristic blasting a-go-go. Comes with added dragon action, too.
2. **RAIDEN** Dazzling, flawed-but-fun vertical 2D scroller.
3. **GRADIUS** Too slow, baby. And you'll probably smash your house up trying to play it.

PSM2 VERDICT

GAMEPLAY
+ Incredibly addictive.
- Chaotically unfair and intensely irritating.

GRAPHICS
+ Nostalgic, with occasional nice touches.
- Feels like a 16-bit game.

SOUND
+ "Destroy them all!"
- Explosions that go 'pfft'

LIFESPAN
+ Enjoyable, in a masochistic way.
- Depends on your frustration threshold.

OVERALL
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. This is not what we had in mind for the PS2. Arse.

29

VAPID

"Funny? Funny how?!"

You voted for your

50 Greatest Comedies EVER!

and the results are in this month's issue of Total Film!
PLUS! Free Comedy Clips CD!

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FREE CD-ROM! STAR WARS II PICS HOLLOW MAN DIARY
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THE BEST FILMS FIRST
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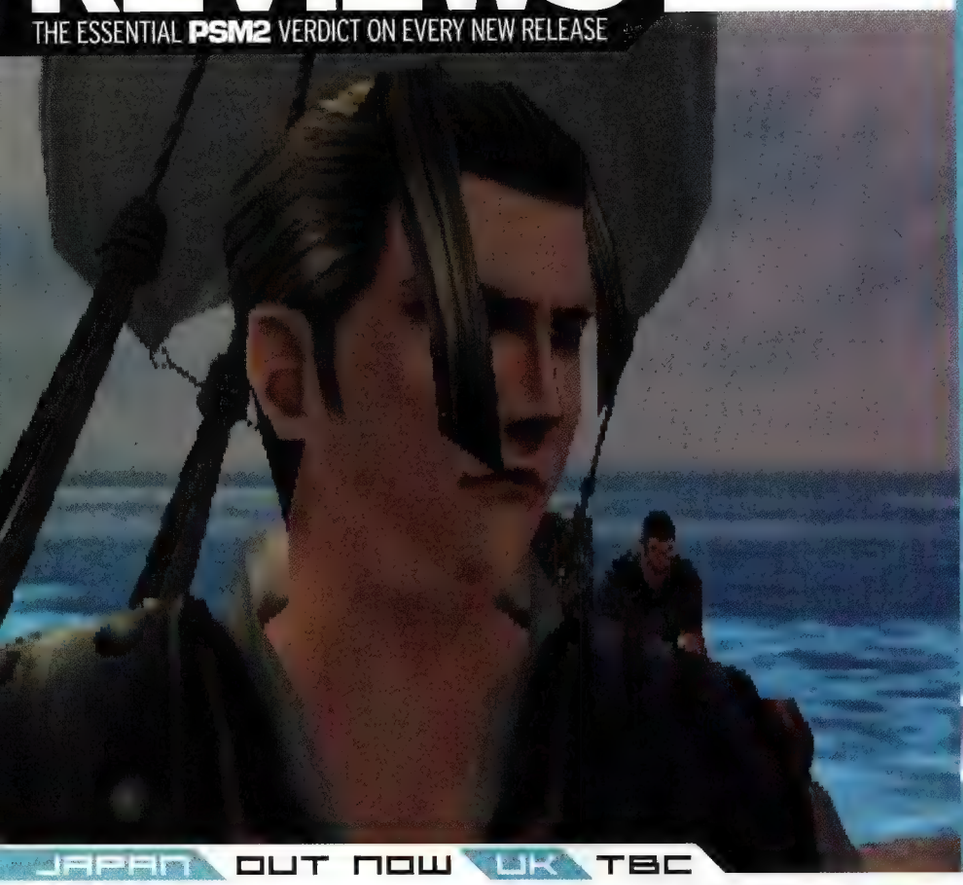
AS VOTED BY YOU!
GIANT 44-PAGE REVIEW SECTION
EVERY NEW MOVIE, VIDEO & DVD REVIEWED & RATED
What Lies Beneath · Romeo Must Die · Dinosaur · Road Trip · Coyote Ugly



INFO
- **DEVELOPER** From Software
- **PUBLISHER** Agetec
- **GAME TYPE** First-person RPG
- **PRICE** ¥6,800 (see pg99)
- **ESSENTIALS** Memory Card

PlayStation 2

DETAILS
- Realistic character models and backgrounds
- Dynamic weather and lighting effects

BE WARNED. Reams of impenetrable text and a tricky amount of dialogue. Everything is in Japanese.

"YER GAME'S NOT DONE YER NOT COMING IN" As soon as you enter a village you have to hand in your sword.

"NNNGGGHHH..." PHWAART! A local resident of *Eternal Ring*'s world makes a graphic statement that speaks volumes.

JAPAN OUT NOW UK TBC

ETERNAL RING

Suffering from slow and painful movement? Don't be too concerned. That's exactly how playing *Eternal Ring* is supposed to feel...

REVIEWER: Daniel Dawkins

This dull RPG's defining moment occurs quite early on. You're trudging through a leafy village, when you spot a young boy looking bored and miserable. Your attempts at conversation go unnoticed as he sits cold and stony. Yet the odd thing is, you don't get angry, but feel a great big cheesy grin spreading across your face. Because for the first time in the whole wretched game you've found someone who understands *exactly* what it feels like to play *Eternal Ring*.

FORMULAE ONE

Sure as bingo, every new console gets a rushed to market RPG to appease fanatical Japanese gamers. Yet there's simply no excuse for something as shamelessly half-finished as this seems. All the basics of the RPG jigsaw are present: the mop haired hero, the dipsy love interest, the mysterious weapon of untold power and the bloke who spends all game sat quietly in the village before his 'surprise' transformation into the Incredible Hulk near the end. But when you put the pieces together, there's no overall picture to hold your interest.

"THE PACE IS PLODDING AND THE PLOT DEVELOPMENT SO VERY WEAK"

The story follows Cain Morgan's quest to solve the mystery of the Eternal Ring – an ancient weapon powered by magical stones. It's hard to tell when you've found one as all the objects look like Garibaldi biscuits. And the misery doesn't end there. The graphics look crisp enough when still but move slower than a solar powered lorry through Iceland. You'll cross endless featureless caverns, gazing out to the brow of infinity with tears in your eyes, knowing full well that it's going to take ten minutes to get to the other side of the screen. We recommend Sellotaping the D-pad down in the direction you're heading, before nipping off to cook the family a lovely dinner.

The controls are equally Spartan. The circle button lets you pick things up and chat to folk, while the shoulder buttons allow you to look up and down and, get this, strafe like in *Quake* Hah! All well and good if your character possessed a wealth of devious attack patterns or a machine gun, rather than a one-move stick poke. After your first epic struggle with a killer turtle (it's true), you can't help but wonder whether you've prodded him to death or if he just faded away in shame.

The annoying touches don't end. Cain dies after five-foot drops, drowns in an inch of water and perpetually struggles with evil collision detection. The pace is so plodding, the plot development so weak that you lose the will to go on almost immediately after the first cut-scene... which you can't interrupt. If you really, *really* must have an RPG on your PS2... search for dropped coins between rounds of *Tekken Tag*. **PSM2**

The fully translated UK version is rumoured to be coming out sometime in late 2001

SHALL WE DANCE? Foes to vanquish include fishmen and turtles. Yes, turtles. Big on defence, not so smart on attack...

INSIGHT

The programmers spent a great deal of time and effort focusing on creating realistic character movements and expressions, allowing them to illustrate all the human emotions. Including misery.

HOBBLER'S CHOICE

1. **SUMMONER** It's making US games journalist very excited. We agree.
2. **ORPHEN** Graphically lush effects extravaganza with action leanings.
3. **EPHEMERAL FANTASIA** This musical RPG screams wild innovation... with guitars!
4. **ETERNAL RING** The three games above look infinitely more exciting.

PSM2 VERDICT

GAMEPLAY
+ Vast sprawling, interactive environments.
- By the time you meet anything, you want a friend – not a fight.

GRAPHICS
+ Crisp textures and intricate character models.
- The flick book battle animations.

SOUND
+ Yes, there is.
- Contributes little to atmosphere

LIFESPAN
+ Will last for ages and ages.
- Because you move *sooooo* slowly.

OVERALL
An uninspired RPG that will remain awkward until the speed – or lack of it – and its other shortcomings are addressed.

35

STINGER

OUT UK TBC JAPAN NOW

SURFROID

Post-apocalyptic visitors from distant planets, who happen to be keen on watersports. Lucky us. **REVIEWER:** Sean Atkins

SHOCKING WAVES: Hammering down the course picking up bonuses allows you to progress without breaking sweat.

INFO

- **DEVELOPER** ASCII
- **PUBLISHER** ASCII
- **GAME TYPE** Extreme Sports
- **PRICE** ¥6,800 (see pg99)
- **EXTRAS** Memory Card Analogue and vibration function compatible Little plastic surfboard

DETAILS

- Four surfers – the muscular one, the cute one, the reptilian one and the shark-man.
- Four boards, each with different strengths.

Pretend, for a moment, that you're ASCII. You've come up with this nifty gimmick of a board that fits over the DualShock 2's analogue sticks – and yes, it works fine, only occasionally slipping off at a crucial moment – but you can't make a skateboarding game because everyone'll ignore it and buy *Tony Hawk's 2*. The obvious solution – make a surfboarding game. Which is their first, and last, mistake.

Firstly, surfing is a horribly unforgiving sport. While in skateboarding you might reasonably expect to survive a wipeout with only minor bruising to your dignity and shins, messing up on a surfboard tends to leave you swimming for shore with a lung full of brine. It's alarmingly easy to drift over the top of a wave or run out of momentum. You do get up to five chances, but after that it's back to the continue screen... more on that later.

FLAT AS A PANCAKE

Secondly, skateboarders are happy anywhere – they've got surfaces to olly up or grind along. Surfers are sort of restricted to the sea, which means that there's very little graphical or gameplay variation here. Just lots of reasonably realistic water. The waves you surf become gradually steeper, but it's easy to coast through the game by just racing to the finish and collecting the Fisher Price naval mines that serve as bonuses.

You can completely ignore this aspect of the game though, relying on your trick-busting ability to reach the point-total needed to advance. After some experimentation, leaping off waves and doing handstands on your board is reasonable fun, if not particularly involving. In fact, you start to think that *Surfroid* could be a solid mid-price game. Then it shoots itself in the foot with a howitzer.

From the start-up screen, the process goes something like this: intro screen, options screen, pick a character, pick a board... loading... mini-movie... loading... skip the tutorial... loading... play the game. Now, imagine that each of those pauses for loading lasts 30 seconds, and *then* imagine that there's another bout of it in between losing and continuing *on the same level*.

Programmers take note: it's exactly this sort of shoddy, half-arsed corner-cutting that makes otherwise law-abiding people want to hound you through the streets. **PSM2**

Surfroid's unlikely to be washing up on these shores in the foreseeable future.

KEANU'S CHOICE

1. **SSX** Super-fast snowboarding with a lenient approach to realism. Groovy and plays brilliantly.
2. **SURFROID** Feels like half a game – and not a particularly good game at that – with some unforgivable errors.
3. **SKY SURFER** Contains all of *Surfroid's* failings, but vastly amplified. Except the loading.

PSM2 VERDICT

GAMEPLAY
+ Interesting idea, controller works surprisingly well.
- Hindered by any number of niggling oversights.

GRAPHICS
+ Sparkly water effects.
- Absolutely nothing else. Occasional glitches, too.

SOUND
+ Chirpy announcer – "Super!" "It's a miracle!"
- "Do something!" "No way!" "Go, dude!" Gnaaagh

LIFESPAN
+ Good for a quick blast.
- Nothing complicated or particularly spectacular to master.

OVERALL
A clever peripheral and a reasonable game brought to a horrible, screeching halt by some unbelievably intrusive loading.

47

WIPEOUT

PREVIOUSLY IN PSM2...

Accurate and honest – the games we reviewed last issue...

	SCORE
ALL STAR PRO-WRESTLIN' Sluggish, unpredictable controls make the spectacle of waddling fatties even worse.	19
DEAD OR ALIVE 2 Plenty of easily accessible combos and a bevy of scantily-clad ladies. Pleasingly OTT action.	81
DRIVING EMOTION TYPE-S Pretty, but with over-realistic handling making it damn-near unplayable.	57
DRUMMANIA Initially frustrating PSone-standard effort that becomes frighteningly addictive.	68
FANTAVISION A combination of entertaining puzzle action and mesmerising pyrotechnics.	85
FIFA WORLD CHAMP. Beautifully designed, always playable, but with some maddening shortcomings.	78
GOLF PARADISE Cute golf, expected to be tweaked by EA for the US market.	73
JIKKYOU BASEBALL 7 Distorted, cutesy baseball – just about playable against another human.	50
PRIMAL IMAGE An appalling execution of an already tacky idea. Not even for 30-something virgins.	06
RIDGE RACER 5 Fast, undeniably attractive and always fun to play – could be better, though.	74
ROCK'N MEGASTAGE Mindless, soulless rhythmic button pressing, with none of the humour that made *Parappa* so fun.	24
SFEX 3 Solidly playable, but lacks the spark of excitement that makes a great game.	75
SKY SURFER Something that might make a diverting mini-game packaged up as the real thing. Awful.	28
STEPPING SELECTION Mildly diverting party-game fun, with next-to-no long-term appeal. Breaks easily, too.	59
TEKKEN TAG TOURNAMENT Like it or not, *Tekken* remains the genre-defining master of all things violent.	87

THE SILVER LINING

So there weren't many high-scoring games last issue, right? Well don't panic. Many of these will never see Blighty's far shores, simply because they're designed for Japanese audiences. There are some fantastic games lined up for PS2 in the UK, and there's only one month to launch – looking good.

PRICE CONVERTER

Where game prices are listed in Yen, visit the link below for a direct currency conversion. Bear in mind, though, that this is the price you'd pay in Japan – expect to pay between 50-70 quid for most PS2 games through reputable UK importers.

http://www.xe.net/currency/full/

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK NOW

TAKING IT UP THE CRITTER: A feature-packed, rollicking DVD bug-fest that still retains the impact of its cinematic release.

MEN IN BLACK

SPECIAL TWO DISC LIMITED EDITION

Smith and Jones save the world from the scum of the universe.

REVIEWER: Ceri Thomas

STARRING ..... Will Smith, Tommy Lee Jones, Vincent D'onofrio, Linda Fiorentino, Rip Torn
DIRECTOR ..... Barry Sonnenfeld
CERTIFICATE ..... PG
PRICE £19.99

Forget *Wild, Wild West* – this is the movie to remember the artist formerly known as the Fresh Prince for. Athletic, funny and clever, Smith leads a line of high-quality talent like Jones and Fiorentino in one of the slickest high-concept chunks of '90s blockbuster nonsense. Long on cool, short on pretension, this cross between sci-fi buddy movie and whacko police procedural looks like an object lesson in keeping it simple, funny and – at a ridiculously snappy 86 minutes – short.

BLACK GOLD

Barry Sonnenfeld was the perfect director for a loosely thought out comic book adaptation like *Men In Black*. Not only was he happy with mixing special effects and comedy – his CV already boasted *The Addams Family* – and comfortable with the bizarre (learning his trade as the Coen brothers' cinematographer), he was also a director willing to play around with a multi-million dollar movie. Often to breathtakingly reckless lengths.

Just listen to the mini-doc and commentary sound track on the DVD. Sonnenfeld burbles happily on about coming on-board when the whole thing was about giant underground bugs living off Jello. Quickly discarding all of that guff, he began boiling the whole thing down, until a mushy idea that called for dozens of locations scattered around America turned slowly into one set almost entirely in the confines of a very bizarre New York City.

MONSTER MASH

Shooting was almost over by the point that Sonnenfeld realised that his action-comedy seemed to have... well, precious little action in it. Thinking on his feet, he ditched the script's talky, philosophical ending (no-one was going to buy the idea of Smith simply convincing the Edgar bug of the wrongness of his evil deeds), and cranked it up into a slam-bang, man-vs-30-foot-tall insect-slugfest.

Even with the film in post-production, something still seemed wrong with *Men In Black*. It dawned on Sonnenfeld – after numerous test screening audiences wandered out scratching their heads – that the plot was just too complicated. But how do you alter a film that you've already finished shooting? Simple, just change everything on every computer screen (they're all computer generated graphics anyway), put different sub-titles on the key conversation between two aliens and make the talking dog tell a completely different story when interrogated by K and J. And soon, the film had dropped one alien race completely, ditched a complicated second war plot and discovered what that jewel thing on the cat really was.

IT'S A SMALL WORLD

With his bosses pleased with the re-cut movie, Sonnenfeld was able to milk them for enough cash to finally shoot the opening bug's eye flight down a highway that he'd thought was too expensive, and the glorious final pull-out shot that really was too expensive. Pulling back away from a New York street, into the sky, and out through the solar system to the galaxy and beyond it's a seamless blend of live footage and computer graphics. It cost almost $1 million to finish. But, hey, when you're dealing with a film that took over $250 million at the USA box office who really cares about small change like that? **PSM2**

INSIGHT

- To get the exploding Mikey effect at the movie's start, they side-stepped expensive CG effects and just blew up a huge canister of goo.
- The little alien in the intergalactic customs scene is played by Verne Troyer, who went on to be Mini Me in *Austin Powers 2*.
- One of the known aliens shown to J on the computer screen at MIB headquarters is Steven Spielberg, who was executive producer on the film.

BIG WILLY'S CHOICE

1 **MEN IN BLACK**
"I make this shit look good"
2 **ID4**
"Now that's what I call a close encounter"
3 **ENEMY OF THE STATE**
"This is my life, I worked hard for it and I want it back!"

PSM2 VERDICT

EXTRAS

Double-sided film disc with wholescreen and widescreen versions. Visual commentary from Barry Sonnenfeld and Tommy Lee Jones. Technical commentary from the ILM effects team. Design concepts, storyboards, art gallery and production photos. Deleted scenes. Making of documentary, featurette, trailers, music video and deleted scenes. Movie editing workshop. DVD-ROM material. Astounding quantity and quality of stuff on a beautifully designed pair of discs.

OVERALL

Not one of the greats of cinema history, but a corking piece of blockbusting silliness. And one that's ageing remarkably well too.

90

STELLAR

Kobal Collection/Columbia

OUT UK NOW

THREE KINGS

George Clooney, Mark Wahlberg and the boys get their just deserts.

REVIEWER: Ceri Thomas

STARRING George Clooney, Mark Walberg, Ice Cube
DIRECTOR David O Russell
CERTIFICATE 15
PRICE £19.99

David O Russell's men-on-a-mission movie had a troubled production history from the kick-off. Sandstorms, a seriously disgruntled studio, on-set brawls and rumours that they shot an actual corpse to get one special effect were just the start. It took a combination of talent, wit and sheer bloody mindedness for all concerned to finally pull-together the finished film. So it's just as well that it's pretty damn good.

WAR GAMES

It's late 1991 and hard-core ex-special forces Major Archie Gates (Clooney) is serving out his time in the public relations corps at the dog end of the Gulf War. But as the ceasefire kicks in he hears tell of a map – found clenched between the buttocks of a terrified POW – that just might lead to a store of gold nicked from Kuwait by Saddam.

Linking up with a trio of other short timers – Sergeants Barlow and Elgin (Wahlburg and Ice Cube) and redneck muppet Vig (Spike Jonze) – he heads off into the desert to, ahem, 'liberate' the loot. But will the boys really be able to just waltz in and take the gold? Don't bet your life on it 'cos there's a bag-load of gun-battles, a drop of torture and at least one exploding cow to pack in before the end of the film.

IT'S A STEAL

This isn't really a war movie. Oh, sure it's got all the trappings of one – uniforms, rifles, men calling other men Sir, that sort of stuff – but what David O Russell really sets out to make here is a heist movie. And for a good half of its length, *Three Kings* has much bigger echoes of *Treasure Of The Sierra Madre* and – whisper it – *Reservoir Dogs* than it ever does of *Platoon* and *Saving Private Ryan*.

That's when the film's at its best. As Clooney persuades and bullies his little team into action (Cagney would've envied his hard-bitten star charisma – George should never go back to merely playing loveable quacks), the film feels sharp, cool and purposeful. Russell's flashes of cinematic flare – X-ray-style shots of bullets rending flesh are just the surface layer of his grab bag of tricks – just emphasise the grubby, amoral fun of it all.

INSIGHT

- Much of the action was filmed on a disused copper mine. That's copper dust and not sand they're trudging through.
- Geeky grunt Spike Jonze is also the somewhat whacked-out auteur director behind *Being John Malkovich*.

But he can't keep up that tone for the entire film. Somewhere around the middle the movie develops a saggy conscience. George and Co find themselves saddled with the real life political consequences of getting a bunch of distressed villagers across the border. The action slows down, the speeches get longer and its razor sharp edge dulls a little.

The result? Well, while it never becomes a bad film, you're left wondering at the end exactly when it ceased to be a downright fantastic one. PSM2

GREEDY GRUNTS: Good DVD extras, but a film that starts promisingly, before flabbing-out on confusing sentiment.

ALL THAT GLITTER'S CHOICE

1 THREE KINGS
Get all that gold through a desert with a war going on? Impossible!

2 GOLDFINGER
Get all that gold out of Fort Knox with the US army and 007 waiting for you?

PSM2 VERDICT

EXTRAS
Director and Producer commentaries. Deleted scenes. Production notes, behind-the-scenes documentary and on-set stills (taken by Jonze). Hidden bonuses. Trailers, interviews.

OVERALL
The front half of a great film bolted onto the back half of a merely good one. DVD's sharpness does it a lot of favours, though.

79

NEARLY STORMIN'

Kobal Collection/Close, Murray/Warner Bros/Village Roadshow

TARZAN COLLECTOR'S EDITION

OUT UK NOW

STARRING (VOICES) Tony Goldwyn, Minnie Driver, Rosie O'Donnell, Nigel Hawthorn, Brian Blessed
CERTIFICATE U
PRICE £24.99

Combining a smart voice-cast with a vibrant tweaking of their traditional style of animation, Disney gives the Tarzan legend a fresh lick of paint without losing any of its basic darkness (the folks aren't on holiday – little Tarzan's parents die quite grimly, if just off camera, at the start of the film). Best of all, Phil Collins' jungle caterwauling is kept firmly in the background, sidestepping the irritating 'hey-kids-let's-do-the-song-right-here' hokeyness of some of the studio's recent animated efforts.

The DVD is packed with enough to keep everybody happy, whether it's adults looking for the joins between the computer and hand-drawn animation meshes or bored toddlers joining in with the read-a-long segments. PSM2 **75**

SPINAL TAP SPECIAL EDITION

OUT UK NOW

STARRING Michael McKean, Harry Shearer
DIRECTOR Rob Reiner
CERTIFICATE 15
PRICE £19.99

What is there left to say about the 'Tap, the greatest rock'n'roll experience ever assembled, with their legendary stage shows, mammoth volume and short life-spanned drummers? Not much, of course, except to mention that they don't exist.

Easily the funniest spoof documentary ever made, Rob Reiner's one true masterwork takes an absurd idea (a fading rock band on tour) to hedonistic, side-shredding extremes of near-murderous comedy. It may be patchy and grainy, but whether it's the renditions of classics like *Big Bottoms* ("You want mudflaps, my girl's got 'em"), or just listening to the band argue about the correct pronunciation of Dolby and who's to blame for the Stonehenge set only being knee height, this is must own stuff. PSM2 **90**

Kobal Collection/Embassy

ALSO RELEASED

YOU ONLY LIVE TWICE
Released Out Now **Cert** PG **Price** £19.99
Connery's 007 heads out to Japan to foil Blofeld's attempts to cripple the world's space programmes from his volcano lair. PSM2 **83**

ERIN BROKOVICH
Released 16 October **Cert** 15 **Price** £19.99
Julia Roberts shines as blousy single mom Brokovich in *Out Of Sight* director Steven Soderbergh's tale of corrupt big business. PSM2 **78**

THE MALTESE FALCON
Released Out Now **Cert** PG **Price** £19.99
Is there a better first film than John Huston's blueprint noir? Humphrey Bogart makes cynicism sexy as Sam Spade stalks the streets of LA. PSM2 **92**

GET CARTER
Released 16 October **Cert** 18 **Price** £19.99
Michael Caine's nasty Cockney hardman cracks skulls in Newcastle as he searches for his brother's killer. One of the best British gangster films, ever. PSM2 **91**

INTRODUCING...
Ceri Thomas is On-line Editor on Total Film, the magazine for people who love reading about movies as much as going to see them. The mag's packed with the latest Hollywood news, interviews and more, and is in the shops now...
www.totalfilm.co.uk

COMING SOON

THE GREEN MILE (18)
23 October
£19.99

AMERICAN PSYCHO (18)
23 October
£19.99

FIGHT CLUB (18)
6 November
£24.99

Give a truck...
Thanks to the new Manual move you can link nosegrabs all day...

OUT UK NOW

TONY HAWK'S PRO SKATER 2

Tricks! Concrete! Muuuumm, m'knee! *The* skate title gets cranked up to 11. **REVIEWER:** Robin Alway

DEVELOPER ..... Neversoft
PUBLISHER ..... Activision
PLAYERS 1-2
PRICE £29.99
ESSENTIALS ..... DualShock, Memory Card

Mrs. Hawk must be proud. While all her friend's sons were busy passing their driving tests and getting proper jobs, her Tone's dedication to the art of pulling Indy Nosebones has paid off handsomely. With this solid sequel to the hugely successful *Tony Hawk's Pro Skater* he should earn enough cash to get those titanium replacement kneecaps at long last.

The same basic concept of trundling about pulling tricks is the same, just you and your board against the always eye-watering possibility of finding a metal railing wedged between your baggy shorts. But as well as all the expected improvements, there's enough in the way of surprising new stuff to make this a game that only the terminally miserable won't want to get involved with.

So in accordance with sequel by-laws, it looks much better with more level detail and improved animation, whether you're pulling a signature trick or sliding along on you face. Developer's Neversoft have tripled the amount of tricks, laid down huge new expanses of concrete, made the objectives in the Career mode more varied and chucked in a 12-strong skating soundtrack featuring the likes of Public Enemy and Anthrax for good measure.

It's testament to the original's unique, skill-testing appeal that it's actually the introduction of a single new move that's most significant improvement. Unlike the last game, you don't have to find grindable bits of scenery to keep combos going, instead the Manual – basically a front or back wheelie – allows you to link tricks in extended point-clocking displays. This strengthens the very thing that made *Tony* so good in the first place – learning how to use the level environments like a real skater would. Not that the Manual's made things easier, mind. Although it's easily triggered with a tap up or down, you have to keep your balance as you lose speed. Beginners will do better tricks sooner than before, but scabby-kneed veterans will have a whole new system to master.

"ONLY THE TERMINALLY MISERABLE WON'T WANT TO GET INVOLVED"

Whatever your skill level, expect to flay plenty of knee skin on this before the inevitable PS2 version arrives later next year. With such nicely thought out, value-adding features as Create-a-Skater and a real-time course constructor – as well as a few new two-player games – this is how to supplant a great original with a superior follow up. Not radically different but definitely still radical – you'll never look at a common kerb without a gleam in your eye again. **PSM2**

INSIGHT

- Tony Hawk has created over 50 signature moves, won 12 world championships and landed the first, protractor-troubling, 900 degree.
- Watch out for a secret bonus video in the game where Tony himself is seen to skate dressed as Neversoft's other charge, Spider-Man! The crazy fool...

BIG TONY'S CHOICE

1 **TONY HAWK'S PRO SKATER 2.** Everything you want from a follow up to a great game. Makes a trade-in well worth your while.
2 **TONY HAWK'S** Out on Platinum, and just the job for would-be boarders on a budget.
3 **DAVE MIRRA'S FREESTYLE BMX** Like *Tony* on two wheels but without the same feeling of danger.

PSM2 VERDICT

GAMEPLAY
+ Tricktastic, well thought out and an assault on your skill centres.
- If the original didn't rock your world this won't jog it much either.

GRAPHICS
+ Bigger skaters, more wrist-snapping animations.
- Not a vast improvement since last time – roll on PS2 *Tony*.

SOUND
+ 12 suitable thrash/rap tracks and a nice trundle noise.
- If you're not down with the music of the streets, it'll irritate.

LIFESPAN
+ Create-a-Skater, level designer plus tricknology means it's long.
- Even more two-player stuff would have been good.

OVERALL
Not a huge departure from the original *Tony Hawk's*, but has enough new features to justify an upgrade.

86

STILL TOP

OUT UK OCTOBER

FORMULA ONE 2000

Speed-crazed, high-velocity, racing madness. Welcome back Murray Walker.

REVIEWER: Robin Alway

DEVELOPER Studio 33
PUBLISHER Sony
PLAYERS 1-2
PRICE £35
ESSENTIALS DualShock, Memory Card

With official Formula One licenses now seemingly available on direct debit, it's easy to forget that back when the PlayStation was £299, the *F1* game was a bit special. Who can forget the first Psygnosis published *F1* '97, complete with 25 cars on-track, yachts bobbing in Monaco Harbour and Murray Walker spewing remarkably true-to-life nonsense straight off the CD for the first time? Now that *really* sold some PlayStations and impressed countless mates.

Formula One 2000 is actually the fourth game in the same series. A series that had some dodgy seasons (*F1 '98* was actually worse than its prequel), but this PSone-pushing display does just enough to keep EA, Ubi Soft and Konami's F1 efforts spluttering on its fumes.

As well as getting the work experience bloke to type all this season's stats in, developers Studio 33 have done the necessary sprucing up job. Scenery on the 17 proper tracks is more colourful, the cars get damaged more realistically and there's variable weather to contend with. More than enough to satisfy the hardcore F1 fan.

The rest of us get an officially ace two-player split-screen mode that, for the first time on PSone, actually manages to include a full, revving grid of CPU opponents. At last, an end to the lonely, usually dull business of the head-to-head race with just the two of you.

"IF YOU'VE GOT ONE OF THE EARLIER F1 GAMES, YOU'RE BETTER OFF SAVING YOUR MONEY FOR PS2'S FIRST"

The Arcade mode used to be more similar to the full-on sim experience but with more forgiving handling. In *F1 2000*, it goes too far towards a *Ridge*-style racer with cars to unlock and irritatingly skiddy handling. Very undignified and unnecessary on a console that can boast the best line-up of arcade drives in history.

So, all in all, a very commendable, presumably final, showing for PSone's most consistently decent F1 game. If you've already got one of the earlier ones, you'd be better saving your money for PS2's first blast around Interlagos and Silverstone where you should see a huge leap in performance. With most developers casting a flirty glance to Sony's new console, this is a decent can-be-arsed effort. **PSM2**

READY TO RUMBLE STRIP: Damagable cars means we'll have none of your *Gran Turismo* panel-denting cornering here, ta.

INSIGHT

- Mouth-on-a-stick *Formula One 2000* commentator Murray Walker started on the 1949 British Grand Prix, has covered over 400 races and is called Dad by Nigel Mansell.
- There are speed limits in F1. But only in the pit lane. Go over 37.5mph during practice or 50mph during the race (except Monaco – 60 kph at all times), and drivers get a race-ruining time penalty.

MURRAY'S CHOICE

1 **FORMULA ONE 2000**
Not a radical overhaul but the two-player game pushes PSone as far as possible.

2 **FORMULA ONE '97**
A real benchmark F1 game that despite yearly upgrades still has something special.

3 **F1 CHAMPIONSHIP SEASON 2000**
Ubi Soft's effort is playable enough but lacks polish. There's not even any commentary.

PSM2 VERDICT

GAMEPLAY
+ Blazing around in a stupidly quick car's always a pleasure.
- The Arcade mode's a waste of disc

GRAPHICS
+ Not massively different but still making PSone's silicon perspire.
- The jerky replays won't give *GT2* any worries.

SOUND
+ The Walkster and Brundle do the commentary. Nice engines too.
- The Walkster and Brundle do the commentary

LIFESPAN
+ 17 long tracks and plenty of tweaking/tune up options.
- Unless you're completely new to it you'll have seen this before.

OVERALL
Thoroughly decent F1 racing with a great two-player mode.But if you're already F1'd out this won't make you don the Ferrari anorak again.

84
A GOOD LAST LAP

SPEEDBALL 2100

OUT UK now

DEVELOPER Bitmap Brothers
PUBLISHER Empire
PLAYERS 1-2
ESSENTIALS DualShock, Memory Card

Last spotted on the Amiga when Bomb the Bass ruled the charts, the only decent future sports game, er, ever (OK, apart from *Ballblazer*), returns. Unfortunately, as comebacks go it's more Mike Nolan's Buck Fizz than a remake of Rollerball.

The same futuristic-basketball-with-violence of the original's been kept intact. Chuck the small metal ball in the goals at either end or go for the stars that line the side of the scrolling court. In the year 2100 there's no fouling to worry about. In fact, pick-ups appear that, for example, electrify the ball when an opponent's heading goalwards.

But with weedy, retro graphics and gameplay that's never as brutal as you remember the original being, *Speedball 2100* is little more than netball with a chrome trim. **PSM2** **57**

DAVE MIRRA FREESTYLE BMX

OUT UK now

DEVELOPER Z-Axis
PUBLISHER Acclaim
PLAYERS 1-2
ESSENTIALS DualShock

Rarely has so much arse gone over so much tit in the name of looking cool. Cheekily, Acclaim have done the whole *Tony Hawk's* on a bike thing and got it out a few months before Neversoft's (the bods behind Tony Hawk's) *Mat Hofman BMX* game.

They've done a good job here all the same. The bike-based tricks are more spectacular than the type you can pull in a board-based game and there's a nice ramp-like learning curve for improving your repertoire.

One problem is that the bike pretty much rides itself, leaving you free to dial in the button combos for the more difficult tricks, and there's a distinct lack of pant-cacking fear. Despite being extremely playable, we'd go for *Tony 2* or wait to see how Tone's BMXing mate Mat does next month. **PSM2** **78**

ALSO RELEASED

MOTO RACER WORLD TOUR
Publisher Sony **Developer** Delphine
Price £35
This is comfortably the best bike racing to be had on PSone. Graphics are as good as you'd expect from arty French types Delphine and there's a definite novelty to be had hammering it around race circuits and motorcross tracks on two wheels rather than four. That said, it's massively difficult – only the hardcore are likely stick it out to win. **PSM2** **78**

MARTIAN GOTHIC
Publisher Take 2 **Developer** Creative Reality
Price £10
Think *Resi Evil* set on Mars and you've already made this lacklustre survival horror adventure sound more exciting than it really is. Despite the choice of three characters, we've seen it all before – zombie infested space base, opening doors, solving puzzles – and a lot better looking than this, with a real dose of The Fear courtesy of the *Resi* series. **PSM2** **57**

ECW ANARCHY RULZ
Publisher Acclaim **Developer** Acclaim
Price £35
WWF Smackdown 2 doesn't have anything to worry about when it comes to this rehash of *ECW Hardcore Revolution*. True, the Create-a-Wrestler mode allows you to give your wrestler diseased skin, you can fight bouts in a ring surrounded by molten lava and there's an updated roster of characters – but it's not enough to make this dated-looking and sluggish grappler choke-hold the fierce competition. **PSM2** **54**

COMING SOON

TOMB RAIDER CHRONICLES
A final outing, pre-PS2 re-invention.

C-12
Syphon Filter style shooter from Sony.

DINO CRISIS 2
Resi with dinosaurs. Not as scary as the zombies.

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

REVIEWS NEXT ISSUE:

PSM'S OPINION OF WILD WILD RACING

We've been playtesting early code up until now, and have been very impressed by how the car dynamics and handling have been shaping up. Next issue we'll bring you our final verdict, as *Wild Wild Racing* hits Japan.

WE BRING YOU:

■ In-depth analysis of the play mechanics ■ Every track ■ The verdict

PLUS, REVIEWS OF:

■ Silpheed: The Lost Planet ■ Super Puzzle Bobble

> THE CONTROLLER SYSTEM

DUALSHOCK 2

DEVELOPER Sony

Although it works in the same way as the original, grey DualShock, the new version is pressure sensitive. All the buttons, except the START and SELECT, will respond to the input you hammer into them. Developers will be incorporating this into future games. *ISS 2001* and *GT2000* will both feature it.

THE PAD IS DEAD...

Two months 'til launch, and hardware developers are already feverishly working on peripherals for PS2. However, as far as Memory Cards and joypads are concerned, it doesn't get much better than Sony's own output, so they're not what we're concerned with here. Instead, over the next two pages you'll see the most original, the most inventive, and occasionally the most essential items you'll soon be stacking around that funky black box...

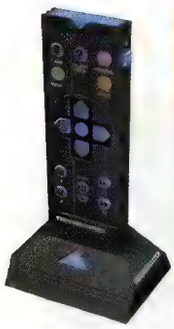
SORE THUMBS: Joel Snape

LONG LIVE THE NEW PERIPHERAL!

MICRO BIKE CONTROLLER

DEVELOPER Wild Things

Released as part of Wild Things' new 'Micro Range' of controllers, the apparent idea of which is to emulate real control in a variety of games. Fully programmable and sitting neatly on your lap, it should work a treat with the upcoming *Moto GP* but, being a motorbike controller, could end up as a one-trick pony.



DVD REMOTE

DEVELOPER Thrustmaster

Whether the calluses on your thumbs have started to bleed, or your loved one's insisting that you spend more time together, there'll come a point when you decide to use the PS2's DVD capabilities. While it'll be possible to use the DualShock 2 for all your scene-skipping needs, you'll really be wanting something like Thrustmaster's dedicated DVD remote. It's nicely designed, fits the PS2 colour scheme and even comes with a stand.

360 MODENA RACING WHEEL

DEVELOPER Thrustmaster

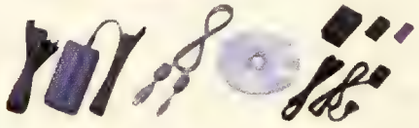
With an endorsement from Ferrari to its credit, Thrustmaster's wheel can be mounted on a table, but also sit on the player's lap for ease of lounging about. It comes with a pair of pedals and four levers for F1-style control, and features a pair of vibrating motors in the handgrips to give play that realistically juddery feel.

Sony are currently developing peripherals for PS2 that will allow you to immerse your *very being* into the games you play. We're not sure we're *entirely* happy about that...

CAMERA

Cybershot DCS-P1

A PS2-compatible addition to Sony's already popular Cybershot line, the clunkily-named DCS-P1 will work with the Memory Stick and printer to let you print images and save 20-second movie clips. Most enticingly though, it will soon let you add your face to your games – try scoring the winning goal in *ISS*, tearing down a snowy mountainside, or having your features rearranged by one of the Kazama boys. The camera hits Japan in October...



PRINTER

'Popegg'

What's in a name, eh? Sony Japan will be releasing a colour inkjet printer for the PS2 on November 15th, bundled with a software package called PrintFan. Several publishers are working on related titles, including Idea Factory (a set of mini-games and stationery-printing software) and Atlus (allowing you to print your favourite shots from — will we never be free? — *Primal Image*). Apparently Popegg printouts won't be larger than a postcard.

FREESTYLER BOARD

DEVELOPER Thrustmaster

Full marks for innovation, and plenty more for not going about things in a half-arsed way. Thrustmaster's board is surprisingly sturdy and well-balanced, tilting left and right to steer and boasting two redefinable buttons on the board. With its one-handed controller, it tends to make tricks a bit complex but highly satisfying to pull off. *Surfroid* works fine, *Tony Hawk's 2* very nicely indeed, and *SSX* should be fantastic.

PRO-RACER STEERING WHEEL

DEVELOPER Gamester

Hand-held steering wheels are a fine idea, combining the sofa-bound comfort of a joypad with the heightened realism of a real car-style controller. In theory, anyway. Gamester's effort works reasonably well with *Ridge 5* and *GT2000*, but the wheel sticks a bit and the buttons are thumb-achingly sprung. Still, not bad if you've got skinny thighs or haven't got the desk space for a full-sized wheel.

TOP DRIVE SPACE WHEEL

DEVELOPER Logic 3

The bravest departure from traditional joypad/steering wheel design seen to date, the Space Wheel either looks like a frisbee or a UFO, depend ng on your point of view. It can be tilted to an appropriate ang.e. It features a vibration function and at ten inches in diameter it takes up almost as much space as the PS2 itself

FOR MORE INFO ABOUT THESE ITEMS:
SONY PERIPHERALS: http://www.scei.co.jp
LOGIC 3 PERIPHERALS: www.logic3.com
GAMESTER PERIPHERALS: www.radicauk.com
THRUSTMASTER PERIPHERALS: thrustmaster.com
WILD THINGS PERIPHERALS: wild-things.co.uk

PLAYSTATION 2 MAGAZINE
PSM2
PRO TIPS
TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

DOA2 TAG TIPS

DEAD OR ALIVE 2: THE TAG MOVES

Nail the tag team action, and you'll be a *DOA2* expert. Here then, is your one-stop shop to *DOA2* perfection. Each fighter can only do a few tag moves. To get these to work, follow our guide exactly, so make sure you've got the right partner before trying any tags.

HAVING FRIENDS IS FAIRLY IMPORTANT

When you're having your head repeatedly smashed into a steel cage by an irate kung-fu expert, whether in real life or *DOA2*, there's nothing better than getting one of your mates over to give them a bloody good shoe-in'. Who doesn't enjoy the satisfying, if a little smug, suggestion: "you hold 'im, I'll hit 'im". Better yet, why not do as we did recently and persuade a friend to playtest those ludicrously hard challenges on *Ridge 5*, then leave them whimpering in the corner?

Best of all, though, is using this month's tips to give a friend a six-nil hammering on the footie game of your choice. After all, consoles may be a fine companion for much of the time, but they're just a bit too implacable in defeat. It's only when someone flings a joypad at your head in utter despair and threatens to throw you out the window that you know — that's right — you've got a friend.

AYANE

Partner	Move	Combo
Hayate	M Tensho	→,→,△+□,⊗
All bar Hayate	Ayase 2	→,→,△+□,⊗

BASS

Partner	Move	Combo
Ayane	2 Platoon DDT	→,→, △+□,⊗
Tina	Docking Driver	→,→, △+□,⊗
Ayane	Lock-On S. T.	...↓,↓/→, → then △+□,⊗
Zack	Alley-Oop	→,→,△+□,⊗

HAYATE

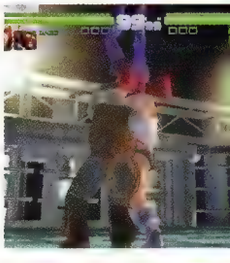
Partner	Move	Combo
Ayane	Kagura	→,→,□+△,⊗
All bar Ayane	Kaei	→,→,△+□,⊗

GEN FU

Partner	Move	Combo
Ayane	Yougeki	→,→,△+□,⊗
Helena	Soho	→,→,△+□,⊗
Kasumi	Yougeki	→,→,△+□,⊗
All bar Kasumi	Nichigetsu	→,→,△+□,⊗

HELENA

Partner	Move	Combo
Gen Fu	Sokanbu	→,→,△+□,⊗



TAG HEUR: Team-up for devastating throws.. they do more damage and look reet good too.

All bar Gen Fu .....Tensinban.....➔,➔,△+□,⊗

JANN LEE

Partner	Move	Combo
Lei Fang	Double Dragon	➔,➔,△+□,⊗
All bar Lei Fang	Deep the Dragon	➔,➔,△+□,⊗

KASUMI

Partner	Move	Combo
Ryu Hayabusa	Oborofutae	➔,➔,△+□,⊗

LEI FANG

Partner	Move	Combo
Jann Lee	Tengyo	➔,➔,△+□,⊗

LEON

Partner	Move	Combo
Bass	Guillotine Napalm	➔,➔,△+□,⊗
Zack	Heavy Sand	➔,➔,△+□,⊗
All bar Zack	Death Trap	➔,➔,△+□,⊗

RYU HAYABUSA

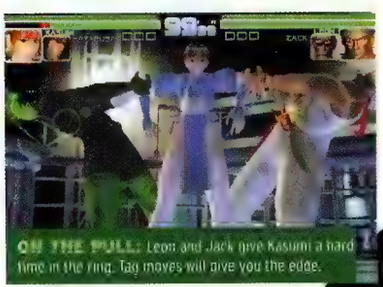
Partner	Move	Combo
Kasumi	Kazaguruma	➔,➔,△+□,⊗

TINA

Partner	Move	Combo
Bass	2X Arm Strong Buster	➔,➔,△+□,⊗
Bass	Dual Bomber ↓ to ➔ semi-circle	△+□,⊗
Zack	Flying Cyclone	➔,➔, △+□,⊗

ZACK

Partner	Move	Combo
Leon	Mad Shaking	➔,➔,△+□,⊗
All bar Leon	Funky Elbow	➔,➔,△+□,⊗



ON THE PULL: Leon and Jack give Kasumi a hard time in the ring. Tag moves will give you the edge.

PSM2 TOP TIP!
Don't try to tag out while you're getting hit – you'll only make things worse and leave yourself open to attack. Block, *then* tag.

PSM2 TOP TIP!
Tag as much as possible – resting characters recharge frighteningly quickly, so try to stop an injured player

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

›MOVE TRANSLATIONS シフミカ

FIFA WORLD SOCCER CHAMPIONSHIP

Although most of us have been playing *FIFA* since time began there are a few new tricks introduced into the PS2 version of the game that are worth trying. To make sure you know exactly what you're doing here's a complete list of all moves. As if that wasn't enough, we're finally able to shed a bit of light onto *FIFA*'s archaic player position names.

ATTACK

Tap △ ..... Speed burst
□ ..... Long lob
⊗ ..... Pass
○ ..... Shoot
L1 ..... Through ball
L2 ..... Step over
Tap R2 ..... Jump
R2 ..... Shimmy
Tap R2 ..... Spin

DEFENCE

Tap △ ..... Speed boost
□ ..... Slide tackle
⊗ ..... Control nearest player
○ ..... Shoulder barge

MISC

⊗ or ○ Hold down while ball is dropping for your man to head
□ Strong header on goal, press before ball hits the head
⊗ or □ Volley, press before ball hits foot
○ Overhead kick if close enough to goal

RF ..... Right Forward
CF ..... Centre Forward
LF ..... Left Forward
ST ..... Striker
RM ..... Right Midfield
RW ..... Right Winger
CM ..... Centre Midfield
LM ..... Left Midfield
LW ..... Left Winger
DM ..... Defensive Midfield
AM ..... Attacking Midfield
AB ..... Attacking Back
RB ..... Right Back
RWB ..... Right Wing Back
CB ..... Centre Back
LB ..... Left Back
LWB ..... Left Wing Back
SW ..... Sweeper
GK ..... Goalkeeper

BALL CONTROL: Organise your wall - you put players' plum sacks at risk, but you might foil Beckham.

›UNLOCKING THE HIDDEN ONES シフミカ

DYNASTY WARRIORS 2

A beat-em-up wouldn't be a beat-em-up without secret, unlockable characters. Ever since the early days of gaming there's been an empty slot in the fighter selection screen letting you know there're hidden characters lurking behind them. To unlock the new warriors in *Dynasty Warriors 2*, you have to fulfil certain criteria, namely win the Musou mode playing as a particular dynasty. Below is a list of which characters can be unlocked with the identity of the clan you have to use to get them. *Dynasty Warriors 2* characters use varying combinations of strength, speed and attack. Longer weapons work more effectively on horseback, while double weapons allow you to cut through swathes of enemies more effectively.

PSM2 TOP TIP! Pick off archers that fire from raised towers with your bow. You can amass up to 99 arrows by killing archers on the castle walls.

Huang Zhong, Ma Chao, and Jiang Wei ..... Shu Kingdom
Xiahou Yuan and Zhang Liao ..... Wei Kingdom
Taishi Ci, Lu Meng, and Gan Ning ..... Wu Kingdom
Diao Chan, Dong Zhuo, Yuan Chao, and Zhang Jiao in Free mode ..... Win with at least one fighter from each clan
Unlock Side Selection in Free mode ..... Win with at least one fighter from each clan

LIP UP, FATTY: Chunkier characters are brutal on the offense, but take longer to move through levels.

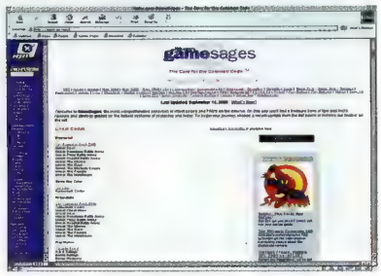
›TIPS ON THE NET シフミカ

cheat sites

Luckily, with the combination of the PSM2 team's joint game-cracking skills and our direct line to every game developer and publisher, we can sort out any gaming problem you have. But, if you get stuck mid-level in the middle of the night, and your copy of the mag isn't at hand, you'll be after a bit of first aid. So here, for those emergency situations, are some top-class web-sites that could sort you out...

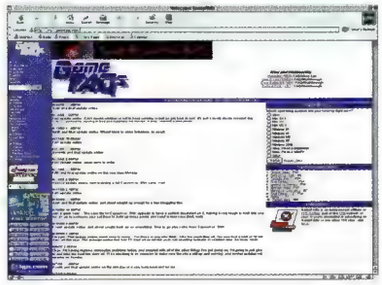
www.gamesages.com

The biggest site in the business. That said, their PS2 pages aren't that impressive unless you're looking for *Tekken Tag* or *Ridge Racer 5* info but give it a few weeks after the US release and this will be sorted. Just check out their PSone stuff if you don't believe us.



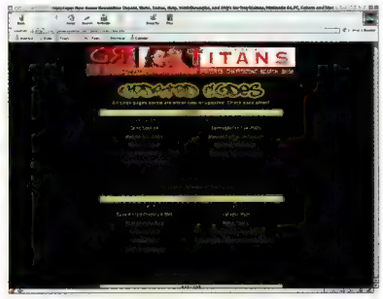
www.gamefaqs.com

A truly massive site with pretty much everything you could wish for – from huge move lists to the smallest tip. They're all in there. If anything, there's too much in there. Here's a quick tip: if you're faced with too many FAQs and don't know which one to opt for, we say go for the one with the biggest file size, especially if you're after a comprehensive move list.



www.gamerevolution.com/games/codes/new.htm

Another huge site. Probably the best bit here is the search engine which allows you to rifle through the entire site in a matter of seconds. Handily, the page opens onto all the very latest cheats so you don't really have to spend much time searching.



›STEER CLEAR OF... シフミカ

THE 99 LAP RACE IN RIDGE RACER 5

You'd have thought that successfully evading the best cars in *Ridge 5* for 99 laps would reward you with something special wouldn't you? Well, shockingly, it doesn't. After the initial excitement of playing the game over and over against the rest of the boys died down, one of the PSM2 team (it was Duncan) sat down to "see what would be unlocked". After two hours – with no-one able to cough for fear of disturbing him – the final lap started, halfway through and still in the lead. Three quarters; still in the lead. Until, finally, the finish line! Then... wait for it... nothing. All that work for nothing. Namco, you owe PSM2 and all our readers an apology! Er... hello?

LONGER, FASTER, HARDER

CHALLENGES

After looking through last month's issue, we thought that we'd gone a little easy on you with the challenges, but no more. Nope, this month they're tougher than Steve McFadden. So limber up those thumbs and take the phone off the hook. Let us know how you get on, mind...

RIDGE RACER 5

The 'Brake-Fast' Challenge

It's a pretty hard game this isn't it? To make it a bit harder for the challenge we need you to complete the course in the best time possible... without touching the brakes. Now don't panic. This is going to be fun. To keep things simple stick to the beach course (the original *Ridge* track), as most people should have a really good idea of this course.

TAKE A BRAKE: You can ease off the gas, but under no circumstances should you dab the anchors. We're watching.

JIKKYOU SOCCER

The 'Pass Us The Salt' Challenge

A rather simple one here – all we want you to do is see how many goals you can score against any team. Sounds simple enough doesn't it? OK, let us tell you the whole story... you're only allowed to use the pass button. No shooting from distance, no lobbing the keeper. Nope, only pass. To get you in the winning mood, here's a quick tip – use the entire width of the pitch and try to attack from the wing and pass the ball into area. Your best chance to do this is on the break when the defence have less chance to get back and defend their goal.

BUNCH OF PASS: Surgical through balls and using the flanks will have you racking up the goals easily.

STREET FIGHTER EX3

The '100 Credits' Challenge

A fine game, but with little that yells 'next-gen' about it. Except, that is, for the credits sequence, when you're suddenly presented with the opportunity to vent your aggression on a crowd of talentless wannabes, one of whom grows every time you knock him out. The challenge? Simply get 100 KOs before the names stop rolling. It's easy to get upwards of 50 with nothing more than a rash of button-mashing, but to break the century barrier requires some expertly-timed super moves. Too easy? All right then... abandon your Ryu/Ken loyalties and do it with Dhalsim, master of yogic limb-flexing, fire-breathing and moving reeeaallly slooowly...

EX-OFFENDER: The credits' free-for-all is a welcome relief after facing the tough opponents of *SFEX3*.

TIPS AND TRICKS.. ジッキョウ

JIKKYOU WORLD SOCCER 2000

Should you wish to try out the incredible All-Star teams (Euro, World, Classic Euro and Classic World) simply head for the title screen and press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎, SELECT for the teams. Now go to Exhibition mode and they should now be occupying the spaces which you found so puzzling earlier.

Once you've opened these new teams why not celebrate them with some of the flash new trick moves we've managed to uncover.

Step Over Double tap run
Overhead flick While running stop pressing the D-pad then press the lob button while still pressing the run button.
Evade Tackle Tap run just as the tackle is made
Heel lift Tap lob when stood still and the D-pad not pressing in any direction
Hurdle Double tap L2

Finally, if you're finding the graphics slow-down rather annoying here's a quick trick which should help to pretty much eradicate any further incidents. Enter into the game Menu, turn off the player names and game tactics, and the game should be fine. If you want to avoid a goalless bore-draw, reduce the number of players on each side to ten. Ridiculous, yes – but it works.

PSM2 TOP TIP! Employ a sharp tackling manager, keep passing runs from the touch, so pass quickly and accurately.

YOUR QUESTIONS... ANSWERED

Q&A

This month our virtual mail bag has been positively rammed with at least three stroppy e-mails from our network managers asking us to stop getting so many e-mails. Sod 'em, we're here to help you. If you've got a question which you need answered, or you want to know how to find the elusive secret character in *Super Cheese Bomber 7* don't hesitate to e-mail us. Simply bash out your question to PSM2@futurenet.co.uk and we'll pick the very best and answer them here. On to this month's burning questions...

Q: HOW COME SOME GAMES GET RELEASED IN THE UK WHILE OTHERS NEVER SEE EUROPEAN RELEASE? DOES THAT MEAN THERE ARE LOADS OF JAPANESE GAMERS OUT THERE PLAYING GREAT GAMES THAT WE'LL NEVER GET THE CHANCE TO PLAY? FROM: **Paul Moore, Ealing**

A: This was the most popular question by miles. Basically, don't think you're missing out – if a game is good enough it'll come over to the UK. Often, you'll see games on our import pages which will never make it here – *Jikkyou Powerful Pro Baseball 7*, *Story of O*, and (thank God) *Primal Image* – because they're utter cack, or meant for specific niche markets. It's only very occasionally that games slip by, but don't worry, we'll get on the case if we reckon a game should come out over here.

Q: I'VE JUST GOT HOLD OF AN IMPORT VERSION OF GUNGRIFFON BLAZE AND I'M HAVING SOME TROUBLE WORKING OUT THE CONTROL METHOD. HAVE YOU TRIED IT YET, AND IF SO COULD YOU TELL ME HOW TO PLAY THE GAME? **Ed Rushby, London**

A: You're not the first person to e-mail us about this. We had a lot of trouble with it initially, but after a bit of time we got it pretty much sorted. The left analogue stick controls your view point while the right analogue stick controls your movement. Press △ to zoom into a sniper mode (you won't be able to move while in this mode – if you do move or jump then the view goes back to normal). R1 shoots the selected weapon, R2 rotates through the choice of weapon (cannon, bombs and a third weapon of your choice). L1 triggers a jump – but don't use these too often as you'll only have three jumps per charged system. Finally, L2 allows you to change the view direction of your upper body without shifting the the whole mech. A little practice and you'll be laughing.

Q: DO YOU KNOW WHETHER I'LL BE ABLE TO BUY A REMOTE CONTROL FOR THE DVD SIDE OF THINGS OF PS2? I'VE BEEN TO A COUPLE OF SHOPS AND THEY DON'T HAVE A CLUE. **Edward Jones, Dronfield**

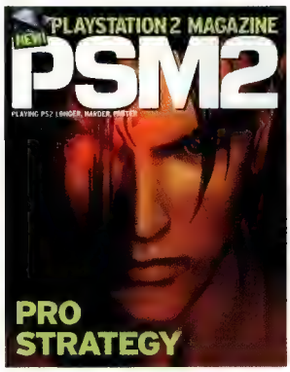
A: There're already loads of companies working on such a product. So far we've heard of a couple from Wild Things (£14.99 and £19.99), with a few more companies promising kit for the launch of the machine.

Q: WHAT'S THE DIFFERENCE BETWEEN MOKUJIN AND TETSUJIN IN TEKKEN TAG? FROM: **Chris Edwards, Sheffield**

A: Sorry to disappoint you here but the only difference is their appearance. In the previous games we were only allowed to use the spirit of the wooden practice doll. Obviously things have been going well for the Tekken Zaibatsu as they're able to afford fancy metal training dolls now. Oh yeah, and they sound different when you hit them.

Q: I'VE HEARD THERE'S GOING TO BE A TWO-PLAYER GAME IN FANTAVISION WHEN IT FINALLY COMES OUT IN THE UK? HAVE YOU HEARD THIS? FROM: **James Staniforth**

A: If you read last issue, you'll have seen the first shots taken from this new two-player mode. Next month we'll be covering the rules of this new game, and how we think you'll be able to achieve success in it...



TEKKEN TAG TOURNAMENT

So you've sussed the best fighters. Now it's time to learn how to become a master and take on some of the finest second string battlers.

EXPERT: Andrew Collins

- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Fighting

AIM OF THE GAME

HIDDEN GEMS

In the past few years hidden characters have taken over the gaming world. Old school fighters never used to bother – no secret characters in *Way of the Exploding Fist*, eh? – but now gamers demand rewards for their efforts. In *Tekken Tag* there are shed-loads of fighters to unlock, and some very cool secrets worth striving for.

UNLOCK THE GREATS

OK, so the ten best fighters are automatically available, but you'd be missing out on some of the greats if you don't unlock every fighter. And who doesn't want to play *Tekken* Bowl?

MAKE IT EASY ON YOURSELF

To release all the new characters takes time and a fair bit of pad-punishing. To save your thumbs, and get through more quickly, change the game skill to easy, the bout time limit to 30 seconds (this way you can stay out of the way of the really tough fighters if needs be), and only fight one bout each round. With these changes in effect it should only take you two or three hours to get through even the more obscure fighters. And it's *not* cheating...

ADVANCED TIPS

UNCOVER EVERY SECRET

Fans of the *Tekken* games know all about Namco's love of slipping in some remarkable secrets. Think of this as your treasure map.

MOKUJIN/TETSUJIN

These characters are unlocked when you've completed the game with ten different fighters. Once they're available you need to press ◎ to bring up Tetsujin (the metallic fighter). Pressing any of other three buttons will bring up the variations of the original Mokujin. If the randomly chosen fighting technique doesn't suit you during a game, press the Tag button and wait 15 seconds before bringing Mokujin/Tetsujin back and he'll be using a new fighting style.

GOLD TETSUJIN

To unlock this shiny Tetsujin you have to play, and win, ten consecutive matches. The next time he appears he'll be a dull gold rather than the gun metal he usually is. This cheat doesn't save onto memory card.

ANGEL

Once Devil is available, press START as you choose him and you'll be rewarded with the more feminine version of the character.

TIGER

First open up more than ten characters (enough to give you the Theatre option), then go to the Character Select screen and highlight Eddy Gordo. Now press the START button and you'll have the fly dude. Just watch his gold chain sway... ace.

NEW OUTFITS

Unlike the last game where the really fancy outfits had to be unlocked by playing as a character a certain number of times, all the outfits are available to wear from day one. To get the costumes from *T3* or *T2*, use Right Punch or Kick to wear them. Occasionally, some characters have a fifth costume – Xiaoyu, Law, Kazuya and others – which can be accessed by pressing the START button. The new *Tekken Tag* outfits are available by using Left Punch or Kick to start the game.

TEKKEN BOWL

Hidden deep in the bowels of the game is a truly bustin' ten-pin bowling game. This can be accessed once you've opened up Ogre. The new options appear in the Main menu. Don't forget to follow the exclusive advice from Masahiro Kimoto (the man behind *Tekken Tag*) last issue – go for Paul for your first character, followed by a 'Control First' character, such as Xiaoyu.

GALLERY MODE

If you manage to pull off a stunning move, there's a screen grab option which, when activated, takes a perfect image of the on-screen scrap. This is unlocked by opening Devil in the Arcade mode. When you want to take a shot, quickly press START, then go to the Screen Capture option. This will show you a clean shot of the action. Press ◎ to grab, then head for the Gallery mode to revisit your past glories.

TAG GRAB

To perform a tag throw with both characters doing their bit, press Right Punch and your Tag button together. This'll hurl your opponent into the air. They'll then land badly, just seconds before your tag partner lands squarely on top of them.

START WITH PARTNER

If you want to change the pace of things, a good way to confuse any enemy is to start with the second player (people often expect certain moves from certain fighters). To do this, just hold the Tag button as you press START as soon as the previous round has ended.

TEKKEN FAIR PLAY MODE

Should you want to be on the same side as your mate, instead of knocking several shades of sheet out of 'em, press → at the Main menu while highlighting Vs mode. You'll see Fair Play mode appear at the top of the screen. Voila – a co-operative mode.

MOVES KEY

f - tap → once
d/f - tap ↘ once
b - tap ← once
d/b – tap ↙ once
d - tap ↓ once
u/f - tap ↗ once
u - tap ↑ once
u/b – tap ↖ once
F - Hold stick forward
D/F – Hold stick down/forward
B - Hold stick back
D/B – Hold stick down/back
D - Hold stick down
U/F – Hold stick up/forward
U - Hold stick up
U/B – Hold stick up/back
N - Neutral joystick position (Joystick is not touched)
SS - Sidestep (u,N or d,N)
QCF - Quarter circle forward (Circle stick from down to forward)
QCB - Quarter circle back (Circle stick from down to back)
HCF - Half circle forward (Circle stick from back to down to forward)
HCB - Half circle back (Circle stick from forward to down to back)

LINKING & SPECIAL CONVENTIONS

+ - Moves must be done together
, - Moves must be done right after the other
~ - Moves must be done IMMEDIATELY after the other
_ - Or (When used between two moves, they are interchangable)
> - Move following the > has the option of being slightly delayed
- Hold movement preceding the '#' until end of string or until N (Neutral)
FC - Do move during full crouched position
WS - While standing up (Returning the stick to neutral from a crouch)
RN - While running
BK - Back facing the opponent
FD/FT – Lying on the ground Face Down / Feet Towards opponent
FD/FA – Lying on the ground Face Down / Feet Away from opponent
FU/FT – Lying on the ground Face Up / Feet Towards opponent
FU/FA – Lying on the ground Face Up / Feet Away from opponent
CH - Major Counterhit (Hitting your opponent during their move execution)
[] - Brackets surrounding an item indicate an optional output
() - Parenthesis indicates moves grouped together
{} - Curved brackets indicate buttons needed to break a throw
: - Pause 1/3 a second between button presses (Tenstring timings only)

FROZEN SHOWGIRL

NINA WILLIAMS

One of the original fighters and one of the best. After a poor re-mix in *Tekken 3* she's back to her very deadly best.

PSM2 NEW MOVE! DOUBLE SHOT SS+□,△

Nina used to be this writer's favourite fighter without a shadow of a doubt, but a few changes made during *Tekken 3* took away her edge. Fortunately she's back to her original level of brilliance – able to attack you with a huge range of punches, kicks and throws. One of her real strengths is the sheer distance that she can lunge from thanks to her incredibly long – and might we say *slender* – legs. If you come up against her try to wait out your opponent until they dive in, then perform a quick sidestep –a throw should be your first move.

GRAPPLING

NECK THROW [TAG] (FROM FRONT)	u/f+□+△ [Tag]
SWINGING TOSS [TAG](FROM RIGHT)	(□+✕_△+○_△+Tag) [Tag]
ROLLING TRIANGLE LOCK(FROM LEFT)	(□+✕_△+○_△+Tag)
TRIANGLE HOLD (FROM BACK)	(□+✕_△+○_△+Tag)
ARM GRAB FLIP (FROM FRONT)	□+✕
Lifting Toss (from front)	△+○
Embracing Elbow Strike	(from front) d/f,d/f+□

SPECIALS

DOUBLE SHOT	SS+□,△
Palm Strike	qcf+□+△ [Tag]
Arm Bar	✕,○,✕,□+△
Double Snap	△,✕,○,△,△
Neck Crusher	□,✕+○,□,△,□+△
Gale Tech Stretch	□,△,○,✕,□+△+✕
Standing Reverse Arm Lock	□,✕,△,□
Rear Gale Tech Falcon Wing	✕,□,○,□+△,□+△
Falling Reverse Arm Lock	△,□,✕,○,□+△
Crab Claw	qcf+✕+○
Commando Arm Lock	✕+○,✕,○,□+△
Heel Hold	✕+○,○,△,□+△
Knee Cross Lock	✕,□,○,△+○
Achilles Tendon Lock	□,✕,△+○,✕+○,□+△
Killing Blade	b+□

NEW COMBO!

A sudden attack. Throw the opponent through the air then, when you've got some distance between you and them, dash towards and grapple

f,F ○+□, d/b+□,○, d/f+✕+△, d, D ○+□

Double Slap	b+△,△
Backhand Body Blow	d/b+△
Quick Panther Claw	f,f+△
Panther Claw	f,F+△
Lift Shot	SS+△
Shut Up	d,d/f+△
Head Ringer	✕,○
Bad Habit	(qcf_f,f)+✕
Leaping Slash Kick	(WR_f,f,f)+✕
Assault – Blonde Bomb	d/f+✕,□,△,f+□+△
Heel Slicer	SS+○
Flip Heel Kick	(qcf_f,f)+○
Wipe the Floor	d,d/f+○
Shin Kick – Spin Punch – [Side Step]	(FC_d)+○,□ – [~U_~D]
Can Opener	u/f+○,✕,○
Slicer – Divine Cannon	d/b+○,✕
High and Mid Attack Reversal	b+(□+✕_△+○)
Low Parry	d+(□+✕_△+○)
Evil Mist	qcf,D/B+△+✕

COMBOS

Tenstring	□,△,□,△,✕,✕,△,□,△,○
Tenstring	□,△,□,△,✕,✕,△,□,○,✕
Tenstring	□,△,□,△,○,✕,○,△,○,✕
Tenstring	d/f+□,△,□,△,✕,✕,△,□,△,○
Tenstring	d/f+□,△,□,△,✕,✕,△,□,○,✕
Tenstring	d/f+□,△,□,△,○,✕,○,△,○,✕
Tenstring	WS+□,△,□,△,✕,✕,△,□,△,○
Tenstring	WS+□,△,□,△,✕,✕,△,□,○,✕
Tenstring	WS+□,△,□,△,○,✕,○,△,○,✕
Tenstring	BT (□_△),△,□,△,✕,✕,△,□,△,○
Tenstring	BT (□_△),△,□,△,✕,✕,△,□,○,✕

MASKED MAULER

ARMOR KING

A Mexican Lucha Libre style wrestler who was once King's greatest rival. He retired after *Tekken 2* because of an injury. But he's back...

PSM2 NEW MOVE! SATELLITE EXPLODER ✕+○

This is one of the stranger fighters as he doesn't really differ that much from the main character, King. Armor King's fighting style is a mixture of wrestling moves from around the globe – watch him pinning opponents to the floor and you'll see influences from Mexico, Japan and the USA creeping into his repoitoire. As you'd expect, you will need to get in close with Armor King to make use of his complex grappling techniques, and for this reason alone he's probably not best suited to beginners. A very interesting fella...

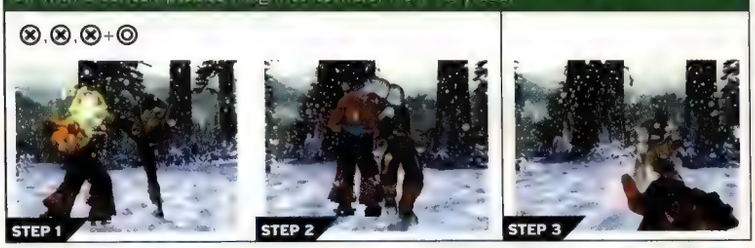
GRAPPLING

Coconut Crush (from front)	□+✕
Suplex (from front)	△+○
Steiner's Screwdriver (from front)	△+○,d,d,D+□+△
Jaguar Driver (from front)	qcf+□
Giant Swing (from front)	f,hcf+□
DDT (from front)	d/b,D/B+□+△
Ultimate Tackle (from front)	(FC_D/B)+□+△
Ultimate Punches 1	□,△,□,(△,□_□,△)
Ultimate Punches 2	△,□,△,(△,□_□,△)
Tombstone Piledriver (from front)	d/b,F+△
Armour King's Driver	(from front) (D,d/b_D/B)+△+○ [~5
Frankensteiner [Tag] (from front)	d/f+✕+○ [Tag]

NEW COMBO!

Soften them up with a few kicks to the skull then get grappling. For a flourish, finish off with a contemptuous fling into camera. How very cool

✕,✕,✕+○



Mount	d/b+(□+✕_△+○)
Mounted Punches	□,△,□,△,□
Mounted Punches	△,□,△,□,△
Reverse Death Valley Bomb (from left)	(□+✕_△+○_△+Tag)
Jumping Reverse DDT (right)	(□+✕_△+○_△+Tag)
Reverse DDT (from back)	(□+✕_△+○_△+Tag)

SPECIALS

Choke Sleeper	f,N,d,d/f+□+△ front
Funeral Suplex	△+○,□+△,□+△
Pickpocket Sleeper	✕+○,✕+○,□+△
Triple Mounted Punches	□,□,□+△
Stretch Muffler	✕,○,□+△,✕+○
Parting Chop	b+□
Shadow Lariat	f,N,d,d/f+□
Elbow Knife	WS+□
Low Jab – Upper	(FC_d+□),N+△
Quick Upper	WS+□+△
Flying Cross Chop	f,f+□+△
Black Shoulder Tackle	f+□+○
Ground Smash	f,f,N+△

SPACE NINJA

YOSHIMITSU

"I wanna be the guy with the sword!" Those new to the Tekken way of things invariably plump for the space ninja. And who can blame them?

PSM2 NEW MOVE! CYCLONE LIFT d+□+△

Neglected by many experienced *Tekken*ites because of a beginner's inevitable button-mashing success with him, Yoshi is still a character with immense depth. One problem he does have though is the repetitive nature of some of his attacks: you can start digging into the opponent only to find yourself in a loop and your rival ready to pounce. This is why it's probably best to try and pair him up with a character that's a demon juggler (such as Paul), who can muscle in a save his metallic ass when he gets into trouble. Try a Yoshi/Kunimitsu combo too.

GRAPPLING

TORNADO DROP (from back) . . . . . (□+✕_△+○_△+Tag)
Jumping Body Slam (from front) . . . . . □+✕
Sword Face Smash (from front) . . . . . △+○
Rainbow Drop . . . . . qcb+□+△
Wheels of Hell (from left) . . . . . (□+✕_△+○_△+Tag)
Clonimitsu (from right) . . . . . (□+✕_△+○_△+Tag)

SPECIALS

Jab – Uppercut . . . . . □,△
Jab – Double Uppercut . . . . . □,△,□
Stone Fists . . . . . b+□,□,□,□,□,□
Evasive Side Spin . . . . . =✕~○
Inner Palm . . . . . SS+□
Hilt Strike – Backfist . . . . . d/f+□,△
Manji Spin Slaps . . . . . D/B+△,△,△,△,△,△
Door Knocker . . . . . d/f+□<□<□<□
Dive Bomb . . . . . f,f+□+△
Soul Siphon . . . . . (□+○ △+✕)
Possession . . . . . F+(□+○_△+✕)
Manji Spin Slaps . . . . . D/B+△,△,△,△,△,△
Low Flash Attack . . . . . △,d+✕
Shrine Lift . . . . . [Tag] SS+△ [Tag]
Backfist . . . . . f+△
Manji Spin Slaps . . . . . D/B+△,△,△,△,△,△
Lunging Sweep . . . . . FC,d/f+✕
Manji Spin Kicks . . . . . D/B+✕,✕,✕,✕,✕
Zig Zag . . . . . ✕,○
Zig Kangaroo Kick . . . . . [Tag] ✕,d/f+✕+○ [Tag] SS+✕~○
Meditation . . . . . SS+✕~○
Soul Siphon . . . . . (□+○ △+✕)
Poison Wind . . . . . u/f+✕+○
Kangaroo Kick . . . . . [Tag] ✕+○ [Tag]
Poison Wind . . . . . ✕+○
Manji Flip . . . . . ○
Sword Slice . . . . . d/b+□
Side Kick . . . . . d/f+○
Fubukif,f . . . . . +○
Triple Roundhouse Combo . . . . . ○,○,○
Kangaroo Kick . . . . . [Tag] ○~✕ [Tag]
Avoiding the Puddle . . . . . (u/f_u_u/b)+○
Fake Suicide . . . . . f,f+□+○
Spirit Shield . . . . . d/b+□+△
Sword Impale . . . . . b,b+□
Sword Spin . . . . . ~N+□
Death Pose . . . . . B+□+△

RUN 'IM THROUGH: If you're out to impress there's nothing better than impaling your enemy on your blade.

NEW COMBO!

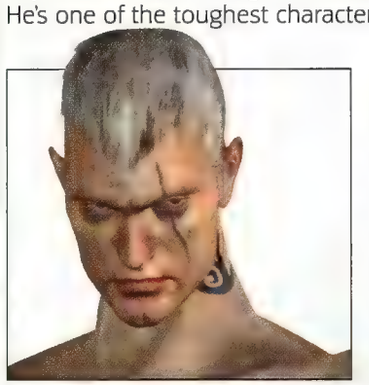
Yoshi has some great kicks, so soften them up with a few before launching yourself into one of the finest grapples the game has to offer. This looks a treat too.

○,○,△,△,○,○,□,✕+○

ZOMBIE COP

BRYAN FURY

Bryan still seeks revenge on those who put him in the ground. He's one of the toughest characters in the *Tekken* universe.



Don't underestimate this bloke. Just because he's only in the second collection of fighters doesn't mean he isn't one of the most powerful. He is. His counterattack capability is second-to-none, and his attacking strengths are speed and power, meaning he's devastating with his short attack strings. He lacks solid low-level moves though – so go low if you're up against him.

PSM2 NEW MOVE! ORBITAL HEAL (u_u/f)+○

GRAPPLING

HUMMER NECK WRINGER . . . . . (FROM BACK) (□+✕_△+○_△+Tag) [Tag]
GRAVITY BLOW (FROM LEFT) . . . . . (□+✕ △+○_△+Tag)
KNEE BLAST (FROM RIGHT) . . . . . (□+✕_△+○_△+Tag)
Full Neck Swing (from front) . . . . . □+✕
Gravity Brain Buster (from front) . . . . . △+○
Chains of Misery (from front) . . . . . FC,d/f,d,d/f+□+△

SPECIALS

Double Body Blow . . . . . d/f+□,△
Vulcan Cannon – Vulcan Punch . . . . . D/F+□<□<□<□,△
Headhunter . . . . . SS+□
Cheap Trick . . . . . SS+□~△
Hammer Driver . . . . . (FC_d_N_SS)+□+△
Short Upper . . . . . WS+□+△
Snake Slam . . . . . [Tag] b+□ [Tag]
Snake Upper . . . . . [Tag] (WS_qcf)+□ [Tag]
Mach Breaker . . . . . f,f+△
Doom Knuckles – Mach Punch . . . . . b+△<□<△
Doom Knuckles – Side Step Mach . . . . . b+△<□~(u_d)<△
Doom Knuckles – Wolf Bite . . . . . b+△<□<○
Fake Out Doom Knuckle . . . . . b+△~f+□
Mach Punch . . . . . <△
Side Step Mach . . . . . (u_d)<△
Wolf Bite . . . . . <○
Gut Punch . . . . . (WS_qcf)+△
Fisherman's Slam . . . . . (~f_~b)+△
Slash Kick . . . . . f,f+✕
Gatling Rush . . . . . ✕,△,□,△
Quick Spin Kicks . . . . . ✕,✕
Rolling Driver . . . . . (u_u/f)+✕
Leaping Slash Kick . . . . . (WR_f,f,f)+✕
Snake Edge . . . . . d/f+✕
Hammer Knee . . . . . (WS_qcf)+✕
Twin Hammer Knee . . . . . ○
Front Kick . . . . . b+✕
Bruce Rush . . . . . △,□,△
Run for Cover . . . . . △,□,○
Thin Low Kick . . . . . d+✕+○
Spin Kick . . . . . WS+✕+○
Quick Knee . . . . . b+○
Power Axe . . . . . d/f+○
Running Blind . . . . . f+○,✕,○
Orbital Flip Drop . . . . . b,b+○
Mach Kick . . . . . f,f+○
High & Mid Punch Parry . . . . . b+□+△
Low Parry . . . . . (d/b_d)+(□+✕_△+○)
Taunt . . . . . □+✕+○

ANGRY? I'M FLIPPIN' FURIOUS! Out of all his grapples, this overhead throw is supreme.

NEW COMBO!

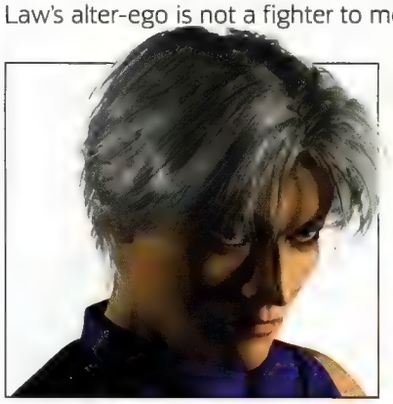
Bryan may be a big, but, as you can see in this move, he's not slow. A few kicks lead into a hugely powerful throw.

b+✕,✕,□,△,□,○,△,□,✕+○

›SILVER-HAIRED DEVIL

LEE CHAOLAN

Looking like Andy Warhol, and sounding a bit like Grandpa Simpson, Law's alter-egó is not a fighter to mess with.



One of the greatest *Tekken* crimes was the disappearance of Lee after the first King of Iron Fist Tournament. Although only included as a bonus character , he soon found favour as one of the greatest fighters in the game. Lee has a good range of moves, but he really comes into his own when you get his speedy feet involved (he was based on Marshall Law). Watch out for him driving the covertible in the arcade intro – that's how important Namco's *Tekken Tag* team feel he is!

PSM2 NEW MOVE! SILVER HEEL [HIT MAN STANCE] b+◎ [~✕] [Tag]

GRAPPLING

Knee Drive (from front) ..... f,f+✕+◎ [Tag]
HARASSMENT (FROM LEFT) ..... (□+✕_△+◎_△+Tag)
Stunner (from right) ..... (□+✕_△+◎_△+Tag)
Bulldog (from back) ..... (□+✕_△+◎_△+Tag)
Neck Fracture (from front) ..... □+✕
Chastisement Punch (from front) ..... △+◎

SPECIALS

Silver Heel ..... [Hit Man Stance] b+◎ [~✕] [Tag]
Cutter ..... [Hit Man Stance] b,b+◎ [~✕]
Quick Catapult ..... [Tag] FC,(u/b_u_u/f)+◎ [Tag]
Double Punch ..... □,△
Cutter ..... [Hit Man Stance] b,b+◎ [~✕]
Machine Gun Rush ..... □,□,□,□,□
Lee Knuckle ..... △,△
Lee Knuckle Combo ..... F+△,△<△
Fang Rush ..... b+□,□
Alternate Triple Fang ..... b+□,N+□,△
Rave War Combo ..... F+△<△<△ SS+△
Rear Cross Punch ..... SS+△
Lee Screw ..... (SSR+✕_SSL+◎)
Slice Kick ..... d/b+✕
Dragon Slide ..... FC,d/f,d,d/f+✕
Feint Mist Wolf ..... [Mist Trap] b+✕~✕ [~◎]

NEW COMBO!

Like most creative combos like this, it starts with a few decent kicks. Vary the height to make it hard to defend against, and finish with a kick which goes straight through the opponent.

D+◎<◎<◎<◎ [~✕]

Mist Wolf Combo ..... b+✕<✕
Silver Low – Head Kick ..... d+✕,✕
Double Head Kick – Step In Kick ..... ✕,f+✕
Double Head Kick – Feint Hammer ..... ✕,b+✕
Triple Head Kick – Feint Hammer ..... ✕,✕,b+✕
Tsunami Kick ..... WS+✕,✕
Step In Kick Infinite Starter ..... d/f+✕
Silver Low Infinite Starter ..... D+✕
Rave Kicks ..... ✕,✕,✕,✕
Feint Hammer – Rave Kicks ..... u+✕,✕,✕
Silver Low – Rave Kicks ..... d+✕,✕,✕
Shredder ..... (f,f,N+✕,◎_WR+✕+◎,◎)
Mid Shredder ..... (f_d/f)+◎
Low Shredder ..... (d_d/b)+◎

FLYING MACHINE: Now this move looks even better on a widescreen TV - you can really see the pain clearly.

Silver Sting ..... f+✕+◎
Delayed Dragon Slide ..... f,f,N+✕+◎
Handspring Backflip ..... b,b,N+✕+◎
Shoalin Spin Kicks ..... ◎,✕,◎
High Catapult Kick ..... FC,(U/B_U_U/F)+◎
Rainbow Kick ..... FC,(U/B_U_U/F)+✕+◎
Fake Somersault ..... FC,(u/b_u_u/f)
Roundhouse – Somersault ..... ◎,u+✕
Machine Gun Kicks ..... ◎,◎,◎
Machine Gun Kicks ..... <N+◎,◎,◎
Silver Cyclone ..... ~N+◎~✕
Shoalin Spin Kicks ..... <N+◎,✕,◎
Roundhouse – Somersault ..... [Tag]<N+◎,u+✕ [Tag]
Mist Step ..... f,N

COMBOS

Tenstring ..... d/f+□,△,△,□,✕,✕,✕,◎,✕,◎

›BEACH BUM

EDDY GORDO

The king of button-mashing is back, and he's brought Tiger along with him. In the hands of a master this guy will rip you apart.

Eddy, or his '70s alter-ego Tiger, is one of the most frustrating characters in the game. He can be a truly magnificent fighter in the hands of someone who wants to take the time to learn how to string together combos, rather then just banging the buttons. In the hands of a newbie he's just a pain, using leg attack after leg attack. To play against him stay clear when he goes down onto his hands as he's about to start a series of kicks...

PSM2 NEW MOVE! BACK HANDSPRING [HSP] ✕

GRAPPLING

Rio Dea (from front) ..... □+✕
Rio Special (from front) ..... △+◎
Rodeo Spin (from front) ..... hcf+□+△
Missile Launcher [Tag] (from left) ..... (□+✕_△+◎_△+Tag) [Tag]
Shadow Dancer (from right) ..... (□+✕ △+◎_△+Tag)
Air Mail (from back) ..... (□+✕_△+◎_△+Tag)

SPECIALS

Double Punch ..... □,△
Black Summy ..... ◎
Fire Kick ..... ✕
Straight Jab ..... b+□+△
Elbow Sting ..... d/f+□

Crying Needle ..... FC+□+△
Needle Cancel ..... ~□
Hammer Head ..... <△
Handstand Position [Fake Out] ..... (f_FC,d/f)+□+△ [~d/b]
Vasuuna ..... (u/b_u_u/f)+□+△
Asfixiante ..... b+△
Upper ..... WS+△
Elbow Upper ..... d/f+△
Carnival Rush ..... f+△,□,◎
Face Jammer ..... WS+✕
Brush Fire ..... f+✕
Lunging Brush Fire [HSP][RLX] ..... f,f+✕ [~B] [~D]
Island Mirage [RLX] ..... d/f+✕ [~D]
Knee Thruster ..... b+✕
Fire Kick [RLX] ..... (u_u/f)+✕+◎ [~D_~B]
Back Handstand Spring [HSP] ..... ✕+◎ [~B]
Boomerang ..... f,f+✕+◎
Freak Show [Tag] ..... d/f+✕+◎ [Tag]
Circle Kick ..... WS+◎
Samba [HSP] ..... f+◎ [~B]
Black Summy ..... f,f+◎

GORDO THE GOPHER: You need to approach Eddy defensively, otherwise this'll happen..

NEW COMBO!

Eddy's one of the best fighters for creating your own combos. With a few kicks he'll soon get enough speed and rhythm up to take out any enemy.

◎~✕,◎,△,◎,◎,✕+◎,✕+◎,✕+◎,d/b+✕+◎,u/f+✕+◎

STEEL-HEARTED ATTACK ROBOT

GUNJACK

OK, so he's the slowest fighter in the game, but what do you expect from the world's most advanced military fighting robot!

PSM2 NEW MOVE! MEGATON PUNCH d,d/b,d,D/F+Ⓐ

Everyone remembers Gunjack's tear-jerking end movie in Tekken 3, right? Well don't let that lull you into thinking he's a robot in touch with his feminine side – Gunjack's punches are so bloody powerful that not many fighters can take one on the chin and live to tell the tale. When you fight against him try to circling technique – where you sidestep around him in a circle throwing in the occasional punch – as this will keep you out of the way of his attacks and give you plenty of scope for striking back.

GRAPPLING

GORILLA PRESS (FROM FRONT) ..... Ⓐ+Ⓞ [Tag]
Hanging Neck Throw [Tag] (from left) ..... (□+⊗_Ⓐ+Ⓞ_Ⓐ+Tag)
Flipping Choke Slam (from right) ..... (□+⊗_Ⓐ+Ⓞ_Ⓐ+Tag)
Spinal Crush (from back) ..... (□+⊗_Ⓐ+Tag)
Pyramid Driver (from front) ..... qcf+□
Backbreaker (from front) ..... qcb+Ⓐ
Piledriver (from front) ..... d/b,F+□+Ⓐ
Jawbreaker (from front) ..... f,f+Ⓐ+⊗
Catapult (from front) ..... d/f+Ⓐ+Ⓞ
Modified Catapult (from front) ..... d/f,d/f+Ⓐ+Ⓞ
Ground Zero (from front) ..... u/f+□+Ⓐ
Gigaton Punishment ..... d,d/f+Ⓐ
Gun Bomb (duck) ..... d+(□+⊗_Ⓐ+Ⓞ)
Death Shot (from back) ..... Ⓐ+Ⓞ

SPECIAL

VIOLENT UPPERCUT ..... WS+□ [Tag]
MEGATON UPPERCUT ..... hcf,D/F+□ [Tag]
BRAVO KNUCKLE ..... d+□+Ⓐ [Tag]
PUNCH – ELBOW – UPPERCUT ..... Ⓐ,□,Ⓐ [Tag]
Jack Hammer ..... □,□,□
Machine Gun – Megaton Punch ..... d/b+□,□,□,[□,□],Ⓐ
Debugger ..... b,d/b,d,D/F+□
Gigaton Punch ..... hcf+□
Uppercut Rush ..... D/F+□,Ⓐ,□,Ⓐ
Quick Upper Rush ..... (D/F,□,Ⓐ,□_FC,D/F+□,Ⓐ,□)
Revolving Knuckles – Megaton Punch ..... FC,d/b+□,□,□,Ⓐ
Hammer Rush ..... FC+□,□,□,Ⓐ
Low Punch ..... d+□
Mid Punch ..... d/f+□
High Punch ..... f+□
Low Punch – Megaton Punch ..... FC+□,Ⓐ

FIST OF FUN : After the sixth punch the whole attack seems a little over the top – still, you've gotta laugh.

Hammer Knuckle → Double Uppercut ..... □+Ⓐ<□+Ⓐ
Double Uppercut – Hammer Knuckle ..... WS+□+Ⓐ<□+Ⓐ
Arm Scissors ..... (F f)+□+Ⓐ
Cross Cut Saw ..... □+Ⓐ
Megaton Punch ..... ~d/f+Ⓐ
Low Palm Lift ..... FC+□+Ⓐ
Cross Cut Saw ..... (FC,d/f+□+Ⓐ_D/F,□+Ⓐ)
Short Hammer Rush ..... (D/F,Ⓐ_FC,d/f+Ⓐ)
Low Punch ..... d+□
Mid Punch ..... d/f+□
High Punch ..... f+□
Hammer Uppercut Rush ..... D/F+Ⓐ,□,Ⓐ,□
Quick Upper Rush ..... □+Ⓐ,□,Ⓐ

NEW COMBO!

Because Gunjack is so powerful you don't really need that big a combo to cause a huge amount of damage. Just a few kicks to the head and a big throw is all that's required.

(f,N+⊗)d+Ⓞ,Ⓞ~Ⓞ,⊗,⊗

MUCKY BIRD

MICHELLE CHANG

She's one of *Tekken's* wonders – we wonder why they brought her back. She's pretty fast, but is she truly exciting?

If you want to get anywhere with Michelle you really need to put the effort in – as a quick-blast scrapper she offers almost no instant reward as few of her combo's are readily accessible. When you do play as her make good use of her legs as her long kicks are quite phenomenal. Against her, exploit her weak defenses and slow recovery time by piling on plenty of high/mid attacks.

PSM2 NEW MOVE! FLAMINGO HIGHKICKS, (BK) b_SIDESTEP+Ⓐ

GRAPPLING

BLIZZARD SUPLEX (FROM LEFT) ..... (□+⊗_Ⓐ+Ⓞ_Ⓐ+Tag)
SOUTHERN CROSS SUPLEX ..... (□+⊗_Ⓐ+Ⓞ_Ⓐ+Tag)
REAR SUPLEX (FROM BACK) ..... (□+⊗_Ⓐ+Ⓞ_Ⓐ+Tag)
ARM WHIP (FROM FRONT) ..... b+Ⓐ [Tag]
Rear Suplex ..... d+□+Ⓐ
Front Suplex (from front) ..... □+⊗
Fisherman Suplex ..... (from front) Ⓐ+Ⓞ
Arm Lock Suplex (from front) ..... d/f+□+Ⓐ

SPECIAL

ULTIMATE CANNON ..... (d+Ⓐ~N+⊗_Ⓐ+⊗),□ [Tag]
FLASH UPPERCUT ..... f+□
Twin Arrow ..... □+Ⓐ
Flash Punch ..... d,d/f+□
Club Fist ..... d/f+□
Flash Uppercut ..... □ [Tag]
Bow & Arrow ..... Ⓞ,⊗
Pusher ..... SS+□
Club Fist – Bow & Arrow ..... □+Ⓞ,⊗
Hunter ..... f,f+Ⓐ
Flash Elbow ..... FC,d/f+Ⓐ
Flash Arrow ..... d,D/F+Ⓐ
Snake Step ..... SS+Ⓐ
Inner Palm Crush ..... SS+Ⓐ~□
Arm Whip ..... (b+Ⓐ_Ⓐ~b)
Back Push ..... □+Ⓐ
Scissor Cut ..... SS+⊗~Ⓞ
Launching Shuttle ..... [Tag] d/f+⊗+Ⓞ [Tag]
Earthquake Stomp ..... u/f+⊗+Ⓞ
Razor Sweep ..... d+Ⓞ
High Kick ..... N+Ⓞ

SMACKDOWN: Occassionally it's worth getting Michelle's fists involved, they pack a, erm... punch.

Low Kick ..... d+Ⓞ
Razor's Edge ..... □
Skyscraper Kick ..... WS+Ⓞ
Bow & Arrow ..... FC,d/f+Ⓞ,⊗
Heaven Cannon ..... f+□+Ⓞ u,u/b
Evasive Backflip ..... u,u/b
Heaven Cannon ..... f+□+Ⓞ

COMBOS

Tenstring
Ⓐ,□,□,Ⓐ,⊗,⊗,⊗,Ⓞ,Ⓞ,□
Tenstring
Ⓐ,□,□,Ⓐ,⊗,⊗,Ⓐ,⊗,Ⓐ,□
Tenstring
Ⓐ,□,□,Ⓐ,⊗,⊗,Ⓐ,□,Ⓞ,⊗

NEW COMBO!

Here's another combo which really works because of the speed of the attack – it will take some practice to get right though, so work on it.

d/f+□,Ⓐ,Ⓐ,□,f,f+□+Ⓐ,□+Ⓐ

›BIRDWATCHING, BATHING BABE

JUN KAZAMA

A survivor from *Tekken 2*, Jun left the series to sire Jin along with her husband, Kazuya. Looking at *TTT*, motherhood has not slowed her.

Jun is one of the stranger fighters in the game as she uses a very particular style of fighting. With a heavy reliance on punches and a huge dose of Aikido she can grapple her way out of most situations. Of special note is her skill at the counter – turning a defensive move into attack – and has some very good (and very painful) locks and throws. When you fight against her try not to use too many moves which leave your hands and feet vulnerable, as a good Jun fighter will grab them and have you on the floor in seconds. Jump in, hit then jump back out.

PSM2 NEW MOVE! MOON SCENT (WS+✕_FC,b+✕)

GRAPPLING

CHERRY BLOSSOM [TAG (FROM FRONT)	b+□+△ [Tag]
CLOUD TASTE (FROM LEFT)	(□+✕_△+○_△+Tag)
WIND WHEEL (FROM RIGHT)	(□+✕_△+○_△+Tag)
ANGLER DROP (FROM BACK)	(□+✕_△+○_△+Tag)
Arm Scroll Lock	(from front)□+✕
Serpent Twist (from front)	△+○
White Mountain	(from front) d/f+△+✕

SPECIALS

Sparrow Gut Punch	WS+□
Screw Punch – Front Kick Series	f+□,✕
White Heron	□+○,△
High Punch	□
Screw Punch – Front Kick	□,✕
Screw Punch – Can Can	□,○
Screw Punch – Can Can	f+□,○
Twin Punch	□,△
High Punch – Shin Kick	□,✕
High Punch – Leg Cutter	□,○
High Punch – Screw Punch	□,□
Front Kick	✕
Sparrow Trip	b+□

NEW COMBO!

A rather hard combo which will take some practising. Once perfected though, it's worth using just as your opponent is ready to pull the final punch. It'll turn the bout.

(FC_WS)+△+○,✕+○Sf,F+S✕+○

Vacuum Mist Palm	□+△
White Heron Series	□+○,△
Crescent Sweep	d+○
Screw Punch – Front Kick	□,✕
Screw Punch – Can Can	□,○
Charging Strike [Tag]	(f+△_d/f+□+△) [Tag]
Mist Palm Thrust	f,f+△
Rock Shooter [Tag]	d/b+△ [Tag]
Driving Sparrow	(b_SS)+△
Spinning Nest	<□+△
Screw Punch	□
Front Kick	✕
Can Can	○
Leg Cutter	○
Sweeping Sparrow	(FC,d/f_D/F)+△
Sparrow Pirouette	△+✕
Back Flip [Tag]	b+✕ [Tag]
Charging Strike [Tag]	△ [Tag]
Moon Scent	(WS+✕_FC,b+✕)
Spinning Roundhouse	f+✕
Hit Cancel	(d_b)
Crescent Kick	f+○
Boomerang Sparrow	SS+○
Cartwheel Stomp	✕+○
Can Can	d+✕+○
Twin Cloud Kicks	(FC_WS)+✕+○,✕+○
High & Mid Attack Reversal	b+(□+✕_△+○)
Evasive Backflip	u,u/b
Spinning Heel Drop	F+✕ (✕ spins required)
Cancel	(d_b)

COMBOS

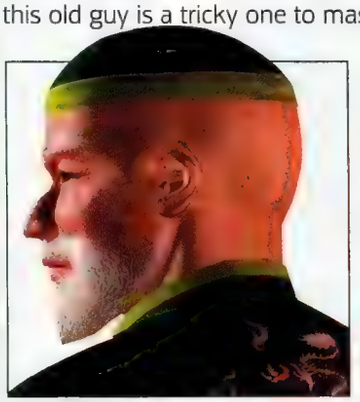
Tenstring WS+△,□,□,□,△,□+○,□,✕+○

GRRRL POWER: That'll be another of those forward thrust punches that knocks the opponent for six. Handy.

›WISE OLD TRICKSTER

WANG JINREI

Looking rather like a certain character from a certain Sega fighter this old guy is a tricky one to master, but worth the effort.



Although it looks like he shouldn't be any good, given he's one of the oldest fighters in the game, Wang is a fine pugilist to try out. As far as fighting styles go, think of a combo between Nina's strong punch attacks and Michelle's kick string. This makes him one of the great surprises in the game. When you come up against him try to avoid getting in too close as his punches do pack some wallop even though they're pretty slow. A few sidesteps should be enough to get out of their way.

PSM2 NEW MOVE! HIGH/MID ATTACK REVERSE b+(□+✕_△+○)

GRAPPLING

Headlock Toss (from front)	□+✕
Body Slam (from front)	△+○
Dragon Thrust (from front)	d/f+□+✕+○
Waning Moon [Tag] (from front)	d/f,D/F+△+○ [Tag]
Crushing Dragon (from left)	(□+✕_△+○_△+Tag)
Golden Mountain [Tag] (from right)	(□+✕_△+○_△+Tag) [Tag]
Reverse Nech Toss (from back)	(□+✕_△+○_△+Tag)

SPECIALS

GUT PUNCH – SKYSCRAPER	d/f+△,□ [Tag]
G-Clef – Club Fist	□~□
FLASH UPPERCUT [TAG]	□ [Tag]
CLUB FIST – FLASH UPPERCUT	d/f+□,□ [Tag]

Double Palm Thrust	(f_f,f_F)+□+△
Lunging Double Fist	d/f+□+△
Mountain Splitter	□+△
Horse Tamer	SS+□+△
Power Fist	qcf+△
Front Strike	f+△
Arm Whip	(b+△_△~b)
German Suplex	□+△
False Lift [Tag]	d/b+△ [Tag]
Snap Kick	d/f+✕ S
Earthquake Stomp	u/f+✕+○
Bow & Arrow	FC,d/f+○,✕
Tiger Mountain	d/b+○
False Lift [tag	△ [Tag]
Rising Heaven Kick [Tag]	f+○ [Tag]
Razor Sweep	d+○
High Kick	N+○
Low Kick	(d/b_d_d/f)+○
Skyscraper Kick	WS+○
Parting Sweep	SS+○
High & Mid Attack Reversal	b+(□+✕_△+○)

NEW COMBO!

This one is quite an odd combo as it doesn't rely on the feet; instead there's a lot more emphasis placed on fists and throws. Try it, it works a treat.

f,N,□+△,d,d/f+△,d/f+○,○,○+✕

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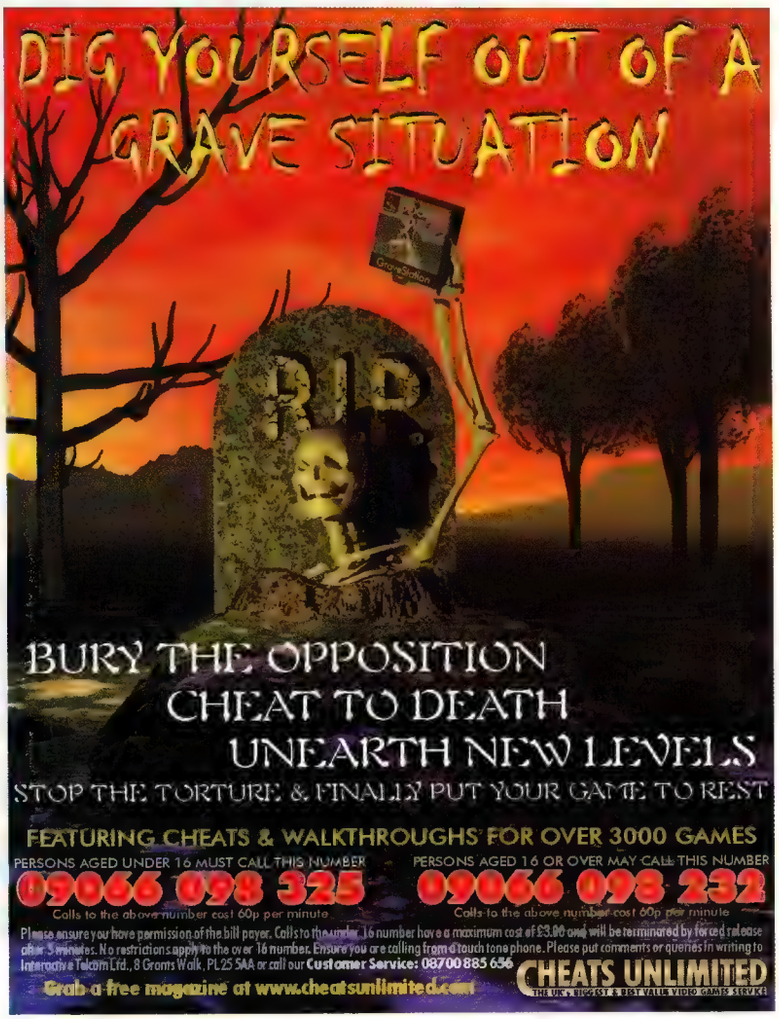
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DR ZEUSS AND CORNETTO'S TECHNOLOGY LABORATORY

PSM2 PAYS PEANUTS FOR SOME BRAIN-POPPING JIGGERY-POKERY

MOTION BLUR? HOW'D THEY DO THAT?

Evolution goes teats up, as super-evolved apes from Earth's future explain some tricky PS2 techie stuff! LABORATORY ASSISTANT: Robin Alway

Hello there humankind! You are looking as disturbingly hair-free as ever. Welcome once again to the Technology Laboratory. Please sit where you can see the board. And no messing about with the gas taps. Now, in case you missed us last month, allow me to introduce myself. I am Cornetto, your genial chimpanzee guide to some of the trickier – for your under-evolved minds at least – technical aspects of the mighty PS2. But please, put your opposable thumb-equipped hands together and go human for my mentor and keeper of the ape faith, the wisest Orangutan you've ever seen, he is the ape that pays my wages – it's Dr Zeuss! Wooh... ahem.

Greetings contemptible humans! I hear some of the weaker-brained among you found last month's lecture on anti-aliasing too complicated. Pah! Ape superiority is proved yet again. This means my planned talk on Tri-Linear Interpolation and Mip-Mapping has been postponed to a later date. Instead, I will attempt to explain the far simpler technique of motion blur. Please try to keep up.

Motion blur is just one of the impressive graphical techniques lurking at the silicon heart of the PS2's Emotion Engine chip. Put with simplicity for you doom-brains, it's basically a nifty visual trick that gives the impression of speed or motion by blurring the focus of the in-game camera. You know, like in the replays for *Ridge Racer 5*. Even a human could see how cool they were.

Ah Dr Zeuss, if I may interrupt, why does motion blur give this impression of 'pegging it'?

Easy, Cornetto. The feeling of going fast from motion blur is essentially a cinematic or photographic effect. When a camera's shutter speed is too slow to fully freeze a moving object's image, an interesting blurring effect occurs. Take a picture of a fast moving object – like a human savage fleeing from an ape with a rifle or, instead, a car – either the car will appear blurred or, if the camera moves with the car, the car will remain focused while the background will be streaked. With the Emotion Engine, developers can blur the background of a frame while keeping the moving object crisp and in focus.

"TAKE A PICTURE OF A FAST MOVING OBJECT – LIKE A HUMAN SAVAGE FLEEING FROM AN APE WITH A RIFLE OR, INSTEAD, A CAR – AND IT WILL APPEAR BLURRED"

Doctor, some of the humans are shrugging their shoulders! Does this technique have wider importance other than making stuff look fuzzy every now again?

Accursed skin pigs! How they irritate! Motion blur's a very important part of the PS2's graphical armoury. With some developers complaining that Sony's device lacks texture RAM (that is – the memory to display large quantities of high resolution textures), it's techniques like motion blur that'll help PS2's complex polygon models look good without the need for skip-loads of textures.

Fascinating stuff, Doctor. So where are developers using motion blur in PS2 games?

All over the shop, young Cornetto. The video of *Metal Gear Solid 2* has many examples. Ah, but I see we seemed to have lost the savages' attention again. I'm not sure why we allow them in the lab, you know. Maybe Cornetto, a few could be persuaded to help us with our research? Next month I'm tempted to bring the cattle prod...

Thank you, wise Dr Zeuss...

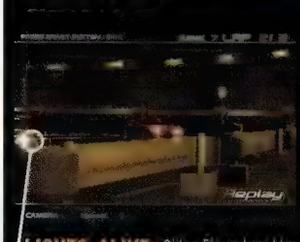
I hope that you hominids leave the Technology Laboratory slightly smarter. We'll welcome your curious-smelling selves back next issue. The cattle prod reference was mere ape humour. In the meantime, feel free to ask us any difficult PS2 technical-type questions you might have by writing to *Dr Zeuss and Cornetto's Technological Laboratory* c/o PSM2. Our door is always open unless the 'Do Not Open Door. We are Experimenting on Humans' sign is displayed. Oh, before I go, a question. We have found strange artifacts – who is Draw Master John Willand? We found 49 mysterious, numbered ping pong balls by his badly mutilated skeleton? Anyway, until next time, remember: ape shall never kill ape. **PSM2**

CASE STUDY

Our ape experts couldn't make it to last month's ECTS show but PSM2 were there and spent an hour in a darkened room with none other than Kazunori Yamauchi, the lead producer on the whole *Gran Turismo* series. Although *GT2000* won't use motion blur on its replays – going instead for a photo-realistic look that fair takes your breath away – he was excited about a new De-focusing Effect that he said was "one of the game's major enhancements." This sees the replay camera keeping your car in pin-sharp focus while slightly blurring competitors – even if you're bunched together – in an effect that mimics the way your eyes work, rather than the more impressionistic motion blur you get on the likes of *Ridge 5*.

ANIMAL TESTING!

Here to aid your pre-evolved brains in grasping what we're on about is a demonstration of motion blur in full effect. Try not to gasp too loudly at such an awesome spectacle – you simpering halfwits! You're embarrassing yourselves... again.



LIGHTS ALIVE: *Ridge 5*'s replays blur motion big-style. Particularly likely to make you swoon are the pretty headlight trails.

BLUR OASIS: Forget replays; *Driving Emotion Type S*' whole world is seen through squiffy eyes. Clean your windscreen, human!

DIZZY GILLESPIE: It's not just racing that benefits from the blur. Head-doing puzzler *Intelligent Cube* feels like a bad ferry crossing.

METAL GEAR UNSOLID: See last issue's free video for plenty of Matrix-style blurring in the *Metal Gear Solid 2* demo.

MOTION EMOTION: That Hideo Kojima's mad for motion blur. See *Z.O.E.* for full on giant robots on '70s Top of the Pops visuals.

BOG READ

"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Pete Wilton

BROADBAND-WHAT'S IT R

If you read the first issue, you'll know that PS2 is designed to use new broadband you use it and why is it so important?

Anyone who has ever used the Internet will know that it's less of a Super-Highway and more of a C-road packed with potholes and virtual lorry drivers who force you to crawl about at the digital equivalent of 15mph. Face facts: it's painfully slow just piping text and stills to your computer – you want animation and video footage? Well, unless you're prepared to wait hours and have a bottomless pocket to pay for the phone bill – forget it.

Surprisingly, this is neither the fault of your computer or the servers on which World Wide Web pages are stored. The real culprit is the wire inbetween that Alexander Graham Bell originally invented for people who wanted to compare the price of commodities over long distances – the telephone system. Broadband offers a genuine opportunity to leap-frog the cumbersome bottleneck of analogue technology, but how and, more importantly, *why* should PS2 owners care?

"BROADBAND OFFERS A GENUINE OPPORTUNITY TO LEAP-FROG THE CUMBERSOME BOTTLENECK OF ANALOGUE TECHNOLOGY"

TOMORROW'S WORLD

Picture it: having just ingested a protein-packed meal of powdered astro-cow and reconstituted moon-yams, you sit down in your tin foil spacesuit to indulge in some relaxation therapy. Finding nothing but chefs and decorators on your plasma-wall TV you decide to play a game. This evening you feel like something both thought-provoking and violent. So you choose an action-based strategy title – with lots of gratuitous carnage – that will let you interact with both artificial lifeforms and the face-mapped avatars of fellow players from around the world or, indeed, just over the road.

Smart servers immediately select other players with similar tastes to your own and you begin to play a game that lets you organise mighty inter-galactic armies, favour-monger with other players behind the backs of your enemies before diving headlong into the mother of all multi-player bloodbaths, chucking about your sword/rocket/spaceship with precious little care for your own, or other players, personal safety...

Sounds ridiculous... doesn't it? But while tin foil is obviously *soooo* last year, the idea of downloading whole games, or parts of games, is actually not just plausible but exactly the kind of thing that broadband is good at. Of course along with the games, you're likely to get DVD-quality TV programs or the latest Hollywood/Bollywood produced films on demand and, if you so desire, some kind of videophone for gazing lovingly at your work acquaintances on, but it's the impact on how and what people play that's getting PS2 developers sweaty palmed. The vista of possibilities that opens up with such super-fast network connections is simply boggling, as levels can be paid for and downloaded individually – new characters and plot developments in storylines can be introduced and new stats automatically updated every time you switch your PS2 on and watch that hypnotic glowing browser screen fire up.

TODAY'S WORLD

This summer, British Telecom finished trials of their first broadband services which used ADSL technology to turn ordinary phone lines into super-fast data exchange networks. By installing a specially designed modem at the telephone exchange and a modem and new socket in people's homes, BT claim to be able to shift up to 2,000,000 bits of information per second down a standard phone line to any compatible device. That's over *40 times* more data shunted in a second than you could manage with an average modern modem. In the blink of an eye your PS2 could potentially download enough data to draw a hi-resolution background, or a sharp photograph of someone's face. Makes all those stuttering, scrolling banners and grainy postage-stamp sized videos seem a bit tame, doesn't it?

Because the ADSL gubbins is always switched on and runs alongside standard voice phone services, the theory is that whenever your PS2 is powered up it will form part of a vast network linked up to Sony's – and other publishers – broadband servers. Sony see such two-way networks as the way forward, allowing them to effectively shut out hardware piracy (every PS2 has its own unique digital ID), offer on-line multi-player gaming and, most significantly to begin with, provide all manner of downloadable things, the majority of which you're likely to have to pay them for.

It all ties in very nicely with their broader strategy for getting music, video and games sent direct to their customers without having to go through, and share the profits with, an expensive retail middle man.

JARGON SCHMARGON!

IN WHICH DIFFICULT TERMS ARE MADE MORE PALATABLE...

ADSL
Asymmetric Digital Subscriber Line. New technology that turns existing, standard analogue-only phone lines into lightning fast digital freeways.

BIT
Short for 'binary digit'. Your basic unit of data.

HDD
Hard Disk Drive. A storage device. Sony are releasing an HDD for PS2 next year that will incorporate a broadband network connection. The cost has yet to be disclosed.

ISDN
Integrated Services Digital Network. Fast but expensive data network that's been with us for several years.

MODEM
A device that allows digital data to be transmitted over an analogue network by mod(ulating) and then dem(odulating) the signal.

SERVER
A large computer from which World Wide Web pages and other types of data (including game data) can be downloaded. See pg69 in PSM2#01's "What is PS2?" feature for an in-depth breakdown of how this system could potentially work.

SERVICE PROVIDERS
People who currently connect you to the Internet and who will be involved in providing the downloadable content over broadband networks.

PROFILE: BROADBAND

- A high speed network that uses cable or existing analogue telephone lines.
- Also known as DSL and ADSL (see box on left...)
- Always on (unlike modem-based services).
- Not available to most people at the moment.
- Likely to cost you an arm and a leg.

EALLY FOR?

technology. But what is it, how can

So far our fantastical future and the world of today seem to be matching up rather snuggly. It's only when you ditch the theory and start looking at the practicality of logging on to this wondrous new age of broadband that everything starts to come apart at the seams.

For starters, although your PS2 is a 'broadband device' (ie, it's broadband compatible), you can't just plug and go. First of all you'll have to purchase a special hard disk/modem add-on that's going to cost about £100 and won't actually be available until later next year. Then there's the far from insignificant matter of actually having the right socket in the wall to connect yourself to Sony's central server. Cable TV companies are busy getting in on the act but for most people upgrading their regular phone line looks like the most sensible option. The problem is that BT's broadband network is still very much in its infancy. At the moment the firm's concentrating on woo-ing business customers, and with demand massively outstripping their ability to install the new kit (through schemes like BT Datastream), getting everyone hooked up still looks like being several years away.

Of course there's also the question of how much getting access to broadband services is going to cost. At the moment a figure of £260 is being quoted on BT's website, which covers the cost of the new equipment needed at the telephone exchange and in the home. This isn't where the financial headache ends, however, as users will have to pay a yet-to-be-disclosed flat-rate fee similar to that imposed on owners of conventional phone lines. You'd get unlimited access to digital services but you can expect to pay much more for the privilege.

"SONY ARE SENDING OUT A CLEAR MESSAGE THAT THE PS2 IS HERE TO STAY, NOT JUST FOR A YEAR OR SO, BUT UNTIL THE TELECOM COMPANIES GET THEIR ACT TOGETHER"

NEW WORLD ORDER

Do all these obstacles mean that PS2's broadband technology is little more than an expensive gimmick? Absolutely not. Sick of the severe limitations of normal phone lines and puny modems most experts agree that broadband *is* the future whether we can afford it or not. By not including a standard Internet connection in their machine Sony are sending out a message that the PS2 is here to stay, not just for a year or so but until the telecom companies get their act together and get faster, better, fatter network services to everyone who wants them. Build broadband in, Sony seem to be saying, and it will come...

There are some very good reasons for believing that despite the huge technical and financial hurdles that must be straddled on the way, the race towards broadband-for-all has already begun. A massive shake-up in the broadcasting world has seen even the staid BBC enter the fray with BBC Choice and News 24 – two digital TV channels that use similar technology to that employed by broadband networks to cram more channels into a normal TV signal.

Many companies already have ISDN lines, which pioneered the use of digital devices to transfer large amounts of data quickly and easily back and forth between subscribers. ADSL, the most popular type of broadband line, is just the next logical step on from these pre-existing services.

A FANTASY WORLD?

In itself, perhaps, broadband technology isn't something that you should be too frothed up about. Linked up to the phenomenal power of PS2, however, it certainly is. This is because, in almost every way, it signals the arrival of a world in which console owners (well PS2 owners anyway), are not alone. Previously we existed as separate entities, playing individual copies of individual games in our own individual ways. No more. Broadband means that we'll be part of some benign global club in which information, lifestyles and culture will be constantly fed to us through our PS2. It means being able to share the gaming experience with like-minded people across the globe, making whole new types of game possible and giving us freedom to decide exactly what we want to play and when we want to play it. If that isn't worth a few hundred knicker of anyone's money, then we don't know what is... PSM2

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

Is broadband really the doorway to a bright gaming future, or will the cost fail to justify Sony's faith in global networking and customised entertainment packages? We asked the people who know...

"IN THE NEAR FUTURE PEOPLE WILL NOT CARE WHERE THEIR GAME CONTENT COMES FROM: IT COULD BE OFF A DVD OR DOWN A BROADBAND CONNECTION. YOU WILL START TO SEE PEOPLE PAYING FOR GAMES LIKE THEY PAY FOR AIRTIME ON THEIR MOBILE PHONES. FOR EXAMPLE, YOU COULD PLAY A GAME FOR TWO HOURS AND PAY A COUPLE OF POUNDS. SOME GAMES PEOPLE WILL STILL WANT TO BUY – FOOTBALL MANAGEMENT GAMES FOR INSTANCE. THE DIFFERENCE HERE WOULD BE PEOPLE WOULD BUY THE BASIC GAME AND PAY FOR THE EXTRA ENHANCEMENTS IF AND WHEN THEY WANTED THEM. SO IF YOU WANTED TO UPGRADE YOUR EUROPEAN TRANSFER MARKET TO INCLUDE THE SOUTH AMERICAN COUNTRIES YOU WOULD BUY THAT UPGRADE. IF YOU WANT TO IMPROVE AND BUILD NEW STADIUMS YOU WOULD BUY THAT MODULE... SOME GAMES WILL BECOME LIKE SUCCESSFUL TV SHOWS OF TODAY – EACH MONTH THERE WILL BE A NEW EPISODE OR A NEW LEVEL TO DOWNLOAD."
Simon Prytherch,

"THE PLAYSTATION 2 PAL MODEL WILL INCORPORATE A BAY FOR THE 3.5 INCH HARD DISK DRIVE AND AN EXPANSION UNIT FOR INTERFACING WITH NETWORK. THE LAUNCH DATE FOR HDD AND PRICE IN PAL TERRITORIES WILL BE ANNOUNCED LATER THIS YEAR."
Chris Deering,

"JUST AS PLAYSTATION BROUGHT INTERACTIVE GAMING TO AN UNPRECEDENTED MASS MARKET, PLAYSTATION 2 WILL OPEN NEW DOORS TO ENTERTAINMENT EXPERIENCES WITH ITS FUSION OF GAMES, MUSIC AND VIDEO."
Ken Kutaragi,

NEXT MONTH

WE LOOK AT THE HARD DISK DRIVE

So we're all going to need HDDs for our PS2s? But will they end up being nothing more than posh memory cards? Or are the benevolent futurists at Sony stretching technology in our favour?

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"I'm surprised by the quality of the high-resolution graphics. I've never seen anything this crisp before"

ATSUSHI HORIGAMI

PRODUCER OF 7 BLADES AND EPHEMERAL FANTASIA

Talks to Joel Snape

Konami, we suspect, must be high up on Sony's Christmas card list. As well as the feverishly anticipated *Metal Gear Solid 2*, they're producing a huge stack of classy-looking games for the PS2, foremost among which is *7 Blades*. It's being produced by Atsushi Horigami, who's merrily following up the charge to create games with a more cinematic edge. While Hideo Kojima continues to pay homage to his favourite films by nicking their best bits (Snake's Terminator-style appearance in the *Metal Gear* trailer, for instance), Atsushi Horigami has taken the more direct route, by simply teaming up with a cult Japanese director, Kaizo Hayashi. He's also working on *Ephemeral Fantasia*, which, to continue the game-experience-as-movie theme, is best described as *Groundhog Day* meets *Zelda*. It also features a strong musical element, and can be used in conjunction with the bizarre, but fun, *Guitar Freaks* peripheral. The line between madness and genius may be becoming a fine one, but we admit it: we're excited. PSM2 caught up with Horigami-san when he recently visited London, and quizzed him about his two games...

7 BLADES

AS A DEVELOPER, WHAT ASPECT OF THE PS2 HAS MOST IMPRESSED YOU SO FAR?
I'm surprised by the quality of the high-resolution graphics. I've never seen anything this crisp before.

WHAT'S YOUR FAVOURITE THING ABOUT 7 BLADES?
There are two characters in *7 Blades*, a guy and a girl, and it plays quite differently depending on which one you use – the guy uses swords and the girl uses guns. What I like most is using the guy, the exhilaration that blasting through a bunch of enemies gives you.

PLAYING THE GAME, WE NOTICED THAT THERE ARE SECTIONS WHERE THE OTHER CHARACTER COMES IN TO HELP. CAN YOU TELL US A BIT MORE ABOUT HOW THE INTERACTION BETWEEN THE TWO IS HANDLED?
Whichever character you play, you're playing the same story but from a different angle. The two characters are intertwined, so you run into each other now and then. The non-playable character can act as one of two things – he could be the navigator, who shows the player where to go, or in certain stages the main objective is to protect the other character. Only then does the second character have a life bar.

7 THINGS YOU SHOULD KNOW ABOUT 7 BLADES

- It's based on *The Legend of Zidang*, a Japanese film helmed by legendary director Kaizo Hayashi, who worked as direction supervisor on the game.
- Like the film, it's a mixture of period drama and insane sci-fi fantasy swordplay.
- It's set on an island known as Deijima, which was historically used by Japanese authorities to house foreigners. The plot revolves around the two characters who are sent in to investigate after a number of ninja infiltrators previously sent there disappear.
- The two characters – hard bloke Gokurakumara and cute girl Yuki – boast at least 15 weapons between them – Goku with the titular 7 Blades, Yuri with a variety of lethal firearms.
- The game includes an option to switch between first and third-person viewpoints – vital for solving some puzzles.
- It's been described as *Shinobi* for the 21st century – super-fast ninja action, with a refreshing emphasis on head-on combat, rather than sneaking about.
- It's set for release early in 2001.

WE KNOW THAT KAIZO HAYASHI, WHO'S WORKING AS DIRECTION SUPERVISOR OF THE GAME, IS A VERY INFLUENTIAL DIRECTOR IN JAPAN. HOW HAVE YOU FOUND WORKING WITH HIM?
First of all, he's known in Japan as a very artistic director, but at the same time his movies are also very entertaining. He can be hard to work with at times, but usually he's very friendly. The thing is that he's from the movie industry and we're from the game industry – we don't know as much as him about movies, but he has very little knowledge of games, so our exchanging of ideas has really helped to bring us together.

WE'VE HEARD THAT ONE SCENE IS HEAVILY INFLUENCED BY A SCENE FROM A HAYASHI FILM, WHERE THE HERO KILLS 100 SOLDIERS ON A BRIDGE IN A SINGLE CUT. ARE THERE MORE SCENES LIKE THIS?
In a bunch of scenes in the game, you can see a lot of Hayashi influence, but I guess the strongest point is the characters. I mean, they're children of Kaizo Hayashi.

CAN YOU TELL US ABOUT THE SCI-FI ELEMENTS OF THE GAME?
One example is a flying machine that looks like a shuriken [ninja throwing star], and there are robots with wooden gears, which adds a science fiction flavour to the game. The thing is that Mr Hayashi probably ▸

SEVENTH HEAVEN: Horigami-san wants to ensure *7 Blades* is heavy on action.

"Exhilaration!"

"What I like most about *7 Blades* is using the guy – the exhilaration that blasting through a bunch of enemies gives you" *Atsushi Horigami describes the way he prefers to play his game.*

ATSUSHI HORIGAMI

▸ wouldn't have taken part if this had been a one-hundred-percent-pure historical samurai game. He wanted to do this because we were introducing elements that shouldn't be in there.

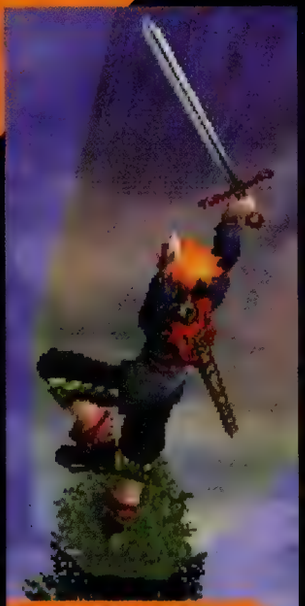
ARE THERE PUZZLE OR STEALTH ELEMENTS IN THE GAMEPLAY?
I'd consider it an action game. There is some puzzle-solving in there. It's not a stealth game – ultimately there are too many enemies to defeat. It's about achieving your goal though, so you can run away from the enemies to do that.

HOW MUCH SCENIC INTERACTION HAVE YOU INCLUDED?
We've kept the scenic interaction limited. You can break through traditional Japanese paper walls, but you can't cut down a tree. If you think you can destroy it, you probably can. Having said that, the girl can interact with the scenery more than the guy – she can jump onto roofs and run along them. The guy just basically breaks through stuff.

WHY DID YOU CHOOSE DEIJIMA AS THE GAME'S LOCATION?
Deijima was a special place because Japan didn't open up to the West for a long time. Deijima was the only interface with the rest of the world, where foreigners could come to trade and where the government could deal with them. People would go there because it was open to everyone.

THE GAME'S TITLE IS BASED ON THE FACT THAT THE HERO HAS A VARIETY OF WEAPONS AVAILABLE TO HIM. CAN YOU TELL US A BIT MORE ABOUT HOW THIS INFLUENCES THE GAMEPLAY?
I wanted it to be like using golf clubs – in one situation you might use a sand wedge, in another you would have to use the driver. Depending on what situation you're in, the landscape you're surrounded by or what enemy you're facing, the player must make a choice from all the weapons he has.

DO YOU HAVE A FAVOURITE?
There are two I like, one of them is a dagger which you can throw around like a boomerang, the other we call the Horse-Slasher. Basically, it's a mammoth sword that you can swing around to take out groups of enemies.



EPHEMERAL FANTASIA
ALL YOU NEED TO KNOW

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EPHEMERAL FANTASIA

CAN YOU TELL US A BIT ABOUT THE GAME'S HERO?
We tried not to make the character the traditional RPG protagonist – you're not trying to save the world. The story is that the character's been invited to play at the wedding of the King's daughter – we didn't want to make him a traditional hero, so he's sucked into the story this way. The people who join his party aren't exactly wizards, either – they'll be able to use magic, but they'll just be ordinary people from the village, like sailors and maids.

HOW MUCH OF THE GAME'S EMPHASIS IS ON FIGHTING?
The fighting is there, but we didn't want it to be the main focus of the game, so we tried to concentrate on the puzzle-solving – talking to people, coming up with answers. Also, we didn't want the fighting to be just a routine that you're forced to go through – we've tried to make the battles interesting.

IS THERE ANY SIGNIFICANCE IN THE FACT THAT THE GAME'S SET ON AN ISLAND?
We really had to set it on an island, because this strange thing that's happening is only happening in this one area. Although it's only one island, in comparison to other RPGs the map isn't that small. We've had a lot of feedback saying that it seems like a very big island, but once you get used to it it's easy to find your way around.

ONE OF THE MOST INTERESTING ASPECTS OF THE GAME IS THAT IT TAKES PLACE IN REAL-TIME. CAN YOU TELL US WHY THIS WAS NECESSARY AND HOW IT WORKS?
One hour in the game is one minute in real life. The reason we have this real-time flow is that the game starts on day one, but when you get to day five, the action goes back to day one. The people living in the village don't know about this – only you and whoever's responsible. So it's up to the character to try and break this loop.

WE'RE INTRIGUED BY THE USE OF THE GUITAR FREAKS PERIPHERAL. WHY HAVE YOU INCLUDED THIS IN THE GAME?
We came up with the plan to make the main character a travelling musician, and we wanted to have musical elements in there, so then we had to think about how we were going to do it. We saw the line-up and there were a bunch of music games, so we said why don't we use *Guitar Freaks* instead of coming up with our own mini-music game?

HOW CENTRAL IS THE CONTROLLER TO THE GAME?
It'll be fun if you have it, but you don't really need it. You can play with the DualShock 2 if you don't have the *Guitar Freaks* controller.

FINALLY, WOULD YOU WORK WITH A FILM DIRECTOR AGAIN?
There are directors out there that I could and couldn't collaborate with. I'm sure that there are directors out there who'd be very interested in working on a game. It wouldn't necessarily have to be Kaizo Hayashi again. There's a French director called Mark Caro [director of *Delicatessen* and *The City of Lost Children*] I'd like to work with. PSM2

SAD REPTILE: *Ephemeral Fantasia* promises some formidable opponents.

ON YOUR OWN: Landscapes are rendered to create a convincing, self-contained world.

DON'T MISS THIS!

"SSX IS GOING TO BE THE MOST UNASHAMEDLY PURE FUN TITLE AVAILABLE IN THE LAUNCH LINE-UP"

ADVANCED INSIGHT

SSX

Don't miss what promises to be one of *the* titles on PS2. We'll reveal all the best courses, 'boarders, tricks and more...

PLUS!

TIMESPLITTERS

More details and full-colour adrenaline shots from the *GoldenEye* team's riotous multi-player shoot-em-up.

THE BOUNCER

All the news and jaw-cracking combat from Square's massively anticipated epic adventure. It looks astonishing.

WILD WILD RACING

Low-down and dirty action with Rage's muddy off-road racer. We've played it into the ground, we'll tell you if it's any good, too.

MORE NEW EXHILARATING SCREENS FROM:

Metal Gear Solid 2
Red Faction
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Project Eden
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Ready 2 Rumble 2

MORE EXCLUSIVE INSIDER INFO:

We get into the mind of the man behind *WipEout Fusion*. Come... join us.

MORE CRUCIAL LAUNCH DETAILS:

We'll analyse the games that are scheduled to hit the UK in November, and bring you bang up-to-date with the latest on the US launch.

PLUS ALL THIS:

- Every new PlayStation 2 game
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Magazine contents subject to change

ALL IN THE NEXT ISSUE!

PSM2 #03 ON SALE WEDNESDAY OCTOBER 25

NAME THAT GOON...

Does anyone actually know someone called Solid Snake? Thought not.

BY: Danny Wallace

Now, I know what you're all thinking. You're all thinking 'names like Hwoarang and Solid Snake are all well and good if you happen to be a mighty fighting machine or a fella with a big gun'. And you'd be right. But where names like that can get a bit annoying is when you're a tax inspector, or a doctor, or one of those people who call you up and offer to replace your windows for a knockdown price of only £40,000.

No.

In the gaming universe, I'd imagine, it'd be similarly annoying to have a perfectly normal name. A 'Mr Hilliard' would be laughed out of the wrestling arena. A 'Jeff Mumford' would stand little chance against a mighty evil empire on the warpath.

Pity, then, poor Tina Armstrong, of *Dead Or Alive 2*. What chance does the girl-next-door have against an alarming array of interestingly-named opponents? Cock all, I'd say. I went to school with a Tina Armstrong. She stank of TCP and her dad used to make her jumpers. Call me odd, but I find it difficult to imagine her as a top pro-wrestler taking on the world. I prefer to think that she works in a pet shop.

"IN A GAMING UNIVERSE, A 'JEFF MUMFORD' WOULD STAND LITTLE CHANCE AGAINST A MIGHTY EVIL EMPIRE ON THE WARPATH"

But this got me thinking. *Dead Or Alive's* Tina Armstrong has obviously done very well for herself. She's got her own car, a job she enjoys, and a hairdresser who understands the rigorous demands of the fighting circuit and can cope accordingly. But what of her namesakes? What of the hundreds of other Tina Armstrongs of the world whose weedy name has led them, unwillingly, into the supermarket cashier trade, or, if they've done really well, the calling-up-people-and-offering-to-replace-their-windows-for-a-knockdown-price-of-£40,000-trade.

We decided to find out. We appealed to our friends and colleagues for news of any Tina Armstrongs. We studied phone books. We searched the net. And we found some Tina Armstrongs.

The first thing we came across? A quite disturbing man, *in love* with a Tina Armstrong, who was on-line when we found him and had a webcam trained on him to prove it. We fled the site as quickly as we found it.

But then... the Tina Armstrongs started to come in thick and fast...

We found a marine biologist Tina Armstrong, responsible for something to do with dolphins in America.

We found a Tina Armstrong working in a factory in Scotland, whose son, Douglas, had just discovered the Internet and made his mum a webpage.

We found a lesbian Tina Armstrong, rather heavily into religion, and the parent of a small child. Which makes us think she's perhaps not quite the lesbian she thinks she is.

We found a Tina Armstrong living in Germany, who attends the University of Berlin, and was recently honoured by the mayor of the city for her community work in helping out Berlin's stray cats. True.

We found loads. And what did we discover? Well... that there was absolutely nothing any of them had in common apart from their rather limp name. They certainly had nothing in common with *DOA2's* Tina Armstrong. Well, one of them was blonde.

We thought this was a shame. These women, each of them an entirely different person, share their name with a true, proud warrior; that's something to be embraced, to be celebrated. I know if my name was Ogre 2 I'd be shouting about it. Well, actually, no, I'd probably keep it very quiet, but that's not the point.

So, we found each Tina Armstrong's e-mail address, and we crafted the very first edition of the Tina Armstrong Club Monthly Newsletter (with features such as The Tina Armstrong Update and Tina Armstrong Of The Month, plus an offer of up to £3 or 5 US dollars for anyone who can find and sign up another Tina Armstrong to the club). We set up our own Tina Armstrong e-mail account, and we mailed it out to dozens of Tina Armstrongs around the world. We sat back and waited. The response was lovely.

"Haha Steve very funny, how long did that take you?" – Tina Armstrong

"What's going on? I don't understand. Who are you?" – Tina Armstrong

"Brilliant. At last I have found out whether there are other T.A.'s out there. But why are you doing this?" – Tina Armstrong

"Please delete me from your mailing list" – Tina Armstrong.

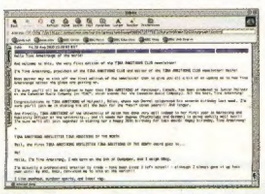
Now we could rest easy. We were safe in the knowledge that, in her new position of life president of the Tina Armstrong Club and editor of the Tina Armstrong Newsletter, *Dead Or Alive 2's* wrestling-lady could, if she wished, retire from the circuit and put behind her the years of torment, abuse and ridicule her name had brought her. Sometimes you want to go where everybody knows your name, and in the Tina Armstrong Club, she finally had that place.

Hey... why not try finding out about the namesakes of *your* favourite fictional character? **PSM2**

Do you know anyone called Tina Armstrong? Why not get her (or him) to mail tinaarmstrong1@hotmail.com, and we'll sign 'em up to the Tina Armstrong Club Newsletter. The next issue of which is out soon.

FINDING TINA

Advice on how to track down Tina Armstrong's namesakes was helpfully provided by Mr. Dave Gorman, a simple man, and a flatmate of one of the PSM2 people. Dave is currently trying to find and meet as many people called Dave Gorman as he can. He's up to 35 at the moment. If you know one, mail him on dave.gorman@virgin.net with the details.



TINAS OF THE WORLD UNITE: The first issue of the worldwide Tina Armstrong Club Newsletter.

WEB-SWINGER: The Club gets a response from single mum, and lesbian, Tina Armstrong.

TEACHIN' TINA: The Club gets an academic counsellor to add to its impressive, and growing, membership.

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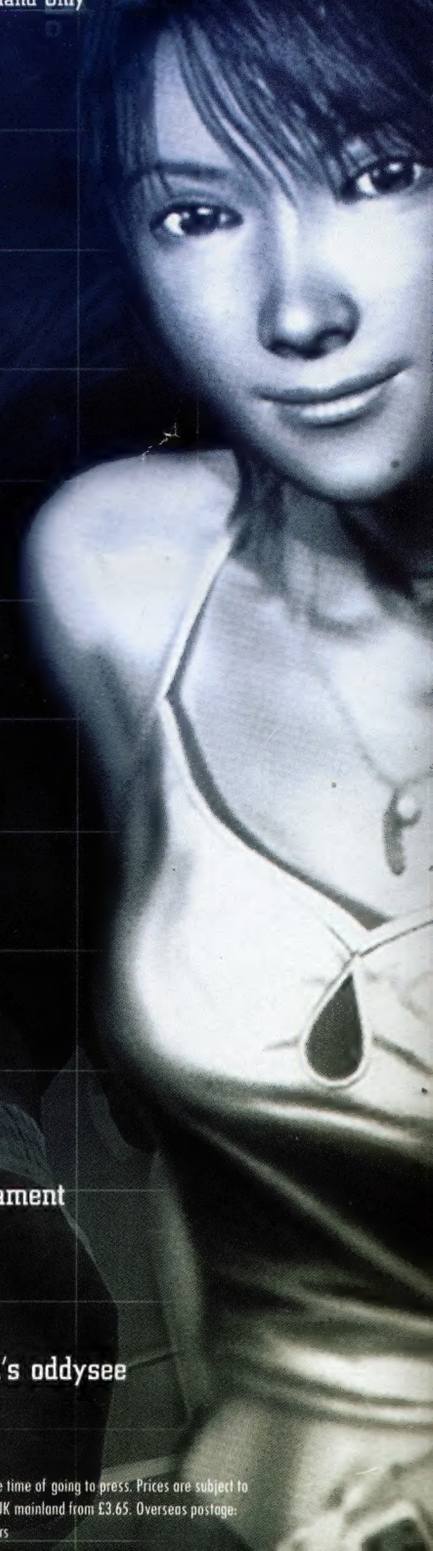

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7 BLADES

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SSX

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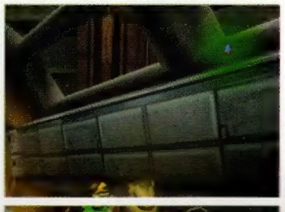

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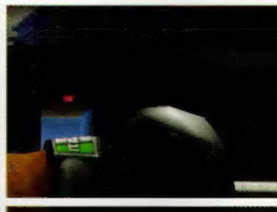
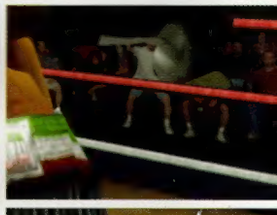
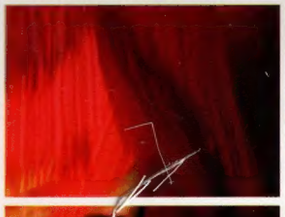


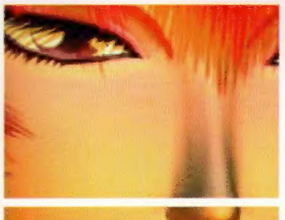
TIMESPLITTERS

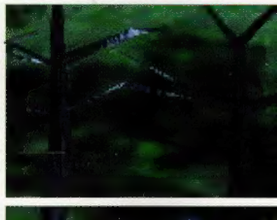
SHADOW OF MEMORIES





READY 2 RUMBLE 2





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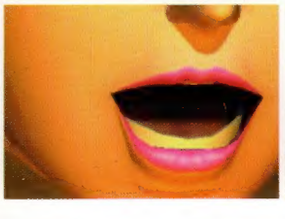
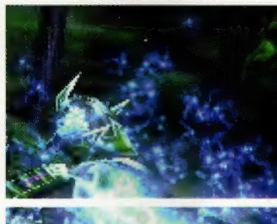
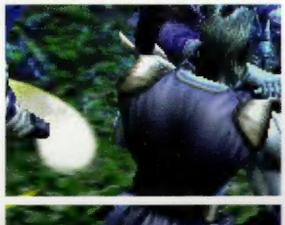




PSM2

The magazine that gets you closer to every new PlayStation 2 game. This issue we've got over 50 pages of action-packed new titles – it all kicks off on pg 14, with our speed special...

PLAYING PLAYSTATION.2 LONGER, HARDER, FASTER



SUMMONER

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